

PAPER MAYHEM™

"The Informative Play By Mail Magazine"

ISSUE #45

Nov/Dec 1990

\$4.50

INSIDE!

Takamo II

Adventurer's Guild

Starbase

And Much More



When was the last time you looked forward to your mail?

World Conquest[©]

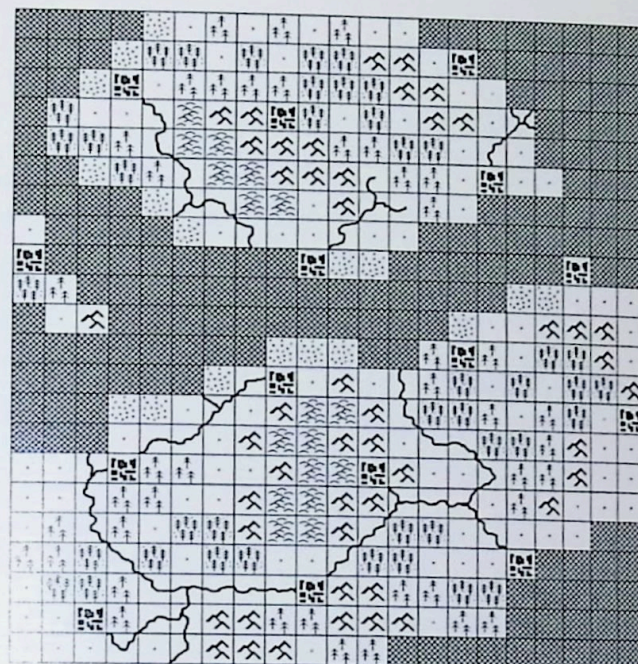
Play-By-Mail Game

© 1988 Prime Time Programming

World Conquest is a 100% computer-moderated play-by-mail game based in a World War II technology world. **World Conquest** was developed in 1986 and has been available to the gaming public since 1988. Every turn is laser-printed for clarity and detail. **World Conquest** was designed to be an inexpensive, entertaining, and playable system.

Look what you get for only \$3.00/turn!

- A full Unit Report listing of all your combat forces including their location, quality, and condition. You can even name your units! At the bottom of this page, you'll see neatly laser-printed messages from your neighbors! Sloppy, unreadable 3x5 cards are a thing of the past!
- A complete City Report showing all the cities you control, what production level they are at and what they are building. Larger cities have greater capabilities and can build bigger, better units!
- A Spotting Report indicating what you can see near your forces. Perhaps it is from that spy you have lurking in the mountains outside of Berlin, or maybe your Recon plane flying over the outskirts of Leningrad! You also get a local weather report indicating the location and size of any storms in your area. By watching these, you can see if your invasion might be jeopardized by an oncoming storm!
- A detailed, full page, Graphic Map of your explored territory (a small section of which is displayed to the right). As you move your units, unknown territory is explored to you revealing the dominant local terrain. Each turn you receive an updated map, showing your newly explored area!
- A complete combat report indicating if any of your units engaged the enemy last turn, and what the outcome was!



Each game starts with 12 players spread out on a 50x60 grid map. It is up to you how to govern your nation... Will you build a large navy and rule the seas? Or perhaps create a potent armor force capable of striking quickly into enemy territory? Maybe even great armadas of Fighters and Bombers to defeat the enemy from the air? Perhaps you will invest in high-technology research? Or train the Home Guard for Civil Defense. It is up to you to make the choices...

30 Types of Combat Units!

- Infantry • Special Forces • Paratroopers • Militia • Tanks • Artillery • Anti-Aircraft Guns • Truck Convoys • Rail Transports •
- Fighters • Anti-Submarine Warfare Aircraft • Cargo Planes • Recon Aircraft • Strategic Bombers • PT Boats •
- Naval Transports • Submarines • Destroyers • Cruisers • Aircraft Carriers • Battleships • Minefields • Minesweepers •
- Rockets • Leaders • Spies • Forts • Airfields • Mechanized Infantry • Armored Cavalry •

Setup is \$10 for the rules and first three turns. Each turn is \$3.00 and a copy of the rules only can be obtained for \$5.00. Checks should be made payable to: **Prime Time Programming**. Inquiries & new setups should be directed to:

Prime Time Programming, P.O. Box 5018, Walnut Creek, CA 94596-1018.

NEW! Modern World Conquest

Modern World Conquest has now been opened to the general gaming public. Based on the popular **World Conquest** game system, **Modern World Conquest** takes the system even further... Now, with over 50 types of units to build, conquering the world has become an even greater challenge! **Modern World Conquest** adds the following units: Combat Engineers, Self-Propelled Artillery, SAMs, Fighter Bombers, AWACS Early-Warning Aircraft, Stealth Fighters, Ground Attack Helicopters, Air-Cavalry Helicopters, Stealth Bombers, Hydrofoils, Amphibious Assault Transports, Helicopter Carriers, Nuclear Attack Submarines, Ballistic Missile Submarines, Medium and Long-Range Missile delivery systems, Anti-Ballistic Missiles, Reconnaissance Sattelites, Orbital Lasers Sattelites, Killer Sattelites, Ground Tracking Stations, Electronic Counter Measures, Terrorists, and 7 different types of nuclear and non-nuclear warheads.

Coming Soon! Electronic World Conquest & Modern World Conquest

For those players with computers, there will soon be a all-electronic version of both Regular and Modern **World Conquest**! Players will be able to complete their turns using the versatile program **WCView** on any IBM Compatible computer with a color monitor. **WCView** is a program that will graphically display your turn and show all relevant information, including combat results from the previous turn, enemy activity, messages from other players, local weather fronts, and more! Then, when you are done, simply tell the computer to transmit the turn directly to the referee's computer (less than 3 minutes connect time using its own built-in telecommunications features). You can even set the computer to dial at a particular time to take advantage of lower rates). Then, after a pre-designated time, you can have the computer automatically call back and retrieve the results of the turn. We will be having turn cycles from 3 days up to 3 weeks!

ISSUE #45
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COMING IN ISSUE #46

Empires For Rent Legends Space Combat And Much More!

Paper Mayhem is published bimonthly by the Paper Mayhem Association. The mailing address for Paper Mayhem is 1518 Adams Street, Ottawa, IL 61350-4764; the business phone is 815-433-2047 with calls accepted between 5-9 p.m. Central only. Subscriptions via 3rd class bulk mail are \$20.25 for 1 year (6 issues) and \$35.10 for 2 years (12 issues) for addresses in the US. Subscriptions to Canada and Mexico are \$26.25 for 6 issues and \$47.10 for 12 sent by surface mail. Subscriptions to Europe are \$41.10 for 6 issues airmail and \$28.65 for surface mail. Subscriptions to Australia are \$47.40 for 6 issues airmail and \$28.65 for surface mail. All subscriptions to Paper Mayhem are to be paid in US funds by check or money order. Checks must be drawn from a US bank. The issue of expiration is printed on the mailing label of each subscription. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of change in order to assure uninterrupted delivery. All materials published in Paper Mayhem becomes the exclusive property of the publisher, unless special arrangements to the contrary are made prior to publication. Paper Mayhem welcomes unsolicited submissions of written material and artwork; however, no responsibility for such submissions can be assumed by the publisher in any event. Any submission accompanied by a self-addressed, stamped envelope of sufficient size will be returned if it cannot be published.

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Articles and items appearing in Paper Mayhem do not necessarily reflect the views and opinions of Paper Mayhem, its staff, or organization. Play-By Mail gaming is as the title says, playing games through mail. You achieve this by filling out a turn sheet for a game and mailing it back to its respective company. The company will then process your turn and the other players turns that are in your game and send them back to you so that you can make your next move.

PBM Games vary in the size of the games, turn around time, length of time a game lasts, and prices. An average PBM game has 10-20 players in it, but there are also games that have hundreds of players. Turn around time is the length of time it takes to get your turn back from a company. The average turnaround time is 2 weeks. Some games never end. They can go on virtually forever or until you decide to stop. Many games have victory conditions that can be achieved within a set time. Prices vary for the different PBM games, but the average price per turn is about \$4.00.

DEADLINE FOR ISSUE #46 (JAN/FEB 1991) IS NOVEMBER 7, 1990.

WHERE WE'RE HEADING

We have finished counting the ballots for the best PBM game for 1990 and have them listed with the editorial. Legends has taken the spotlight this year as the players favorite game, unseating Supernova II from last year. The Next Empire has taken the bridesmaid spot and Alamaze is still in the running again this year. I would like to thank all of the readers that took part in the balloting.

For Best PBM Company of 1990, Midnight Games has unseated a personal favorite Flying Buffalo. Could the debut of Legends have caused this change? FBI still has a strong hold of being number two with Adventures By Mail following third. Many of the more established companies round out the rest of the positions. With the increase in the number of games and companies, should we do the top 20 next year, or do you really care?

Best GM for 1990 is not the computer, even though many still think that the computer is the only thing living in PBM. Ed Grandel of Grandel Inc and Rick Loomis of Flying Buffalo have tied for the top spot. One of these years Ed you are not going to have to share this honor.

I am still trying to clean out my briefcase from GenCon, so I may be covering things in the next issue that I have overlooked. TSR is going to have a PBM game based on Buck Rogers XXV role-playing game. It is called Conquest of the 25th Century. I have not seen the rules yet, since they were not available at GenCon, but I have seen some samples of the laser printed turn sheet. The turn-sheets are being formatted so they will be scanned to cut down on input errors. I will pass on more information about Conquest of the 25th Century once it becomes available.

Another new PBM company at GenCon was a company called Steam-Soft PBM. They have a game called Dragonsbreath which is a fantasy role-playing game. The unique thing about this game is that they offer the game on several formats, which are Amiga disk, VHS Tape, and the regular printout. The real unique thing is the VHS format in which you get what could be called a slide presentation of your movement for your turn. Needless to say I didn't have adequate time to go over their game with them more thoroughly to give you more information on it.

Speaking of Conventions AndCon was a huge success this year and is already being planned for next year as the 1st National PBM Convention. AndCon 91 will be held September 14 - 15 at the Kent State University Student Center in Kent, OH. More information about AndCon will be forthcoming. If you wish to get any information sooner on AndCon, you can contact Andon Games. We would like AndCon to be a successful PBM convention, so plan on attending it next year!

We are back to our one color covers again, but don't despair, we are already working on a couple more full color covers next year. Some PBM companies are very much interested in them so you will have some more to look forward to in the future.

2 Paper Mayhem

BEST PBM GAME OF 1990

1. Legends
2. The Next Empire
3. Alamaze
4. Monster Island
5. Supernova II
Epic
7. Duelmasters
8. Hyborian War
Orion Nebula
10. Adventurers Guild
Fleet Maneuvers
Starweb

Midnight Games
Cyborg Games
Pegasus Productions
Adventures By Mail
Rolling Thunder Games
Midnight Games
Reality Simulations Inc.
Reality Simulations Inc.
Orpheus Publishing Corp
Entertainment Plus
Fantastic Simulations
Flying Buffalo Inc.

BEST GM OF 1990

1. Ed Grandel
Rick Loomis
3. Jim Eckert
4. Jim Landes
Mike Mayeau
Jim Townsend
7. Marguerite Dias
Werner Freitas
Bambi Longcore
Mark Van Roosendal
Gary Smith

Grandel Inc.
Flying Buffalo Inc
Eckert Gaming Group
Midnight Games
Battle-Magic Gaming
Emprise Gaming Systems
New Dawn
Twin Engine Gaming
LAMA
Simcoarum Systems
Andon Games Inc.

BEST PBM COMPANY OF 1990

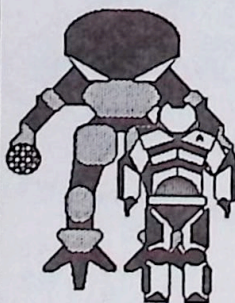
1. Midnight Games
2. Flying Buffalo Inc.
3. Adventures By Mail
4. Cyborg Games
5. Graaf Simulations
Reality Simulations Inc.
7. Andon Games Inc.
8. Advanced Gaming Ent
Battle-Magic Gaming
Emprise Gaming Systems
Fantastic Simulations
Grandel Inc.
Rolling Thunder Games

Also we have been trying to get a few contests, puzzles, etc. in the issues, but with lack space in some of the issues we have been unable to do so.

We appreciate all the suggestions that have been given to us. Some of the suggestions are being taken into account and you may be seeing them in the future. If you have further suggestions, feel free to share it with us.

David C. Webber
Editor

STARS OF THE DARK WELL



A NEW AGE of Adventure!

The 2nd Dominion has fallen. The megacorporations, ex-military, and alien races struggle for supremacy in the new order. 3 types of position to play • 13 player controlled allegiances • A limitless area with 81 charted star sectors to explore • ALL NEW Laser printed turn results • \$20.00 gets you Rules, Captain's Reference, Setup, and first 2 turns • Turns are still only \$4.00.



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LETTERS

Dear Dave

I am writing in regards to common courtesy that most PBM companies seem to lack. This happens when you send them the check to begin a game they send you the rules and then you may not hear from them for 4 months and then all of a sudden your first turn shows up out of the blue. I know that sometimes it is hard to tell a player when to expect his turn especially if you play three week turn around games, but it would be nice to at least hear from the company. Just knowing that they are thinking of you would be nice.

For instance I sent my money for *Midnight Games Legends* (Crown of Avalon) in May and received my Rules in June (not bad) but did not hear from them until August when I received my first turn. For some people who are just getting into this type of gaming this is too long of a period without knowing what the Hell is going on. Sorry *Midnight Games*, though your game is outstanding.

Luckily for me this was not my first PBM game, it was my second and so I sort of understand the delays. Yet, each time I went to the mailbox and my turn wasn't there, I became more and more disappointed. So, please All you Companies out there, please at least drop us a cheap postcard to tell us when to expect the turn so we don't feel forgotten.

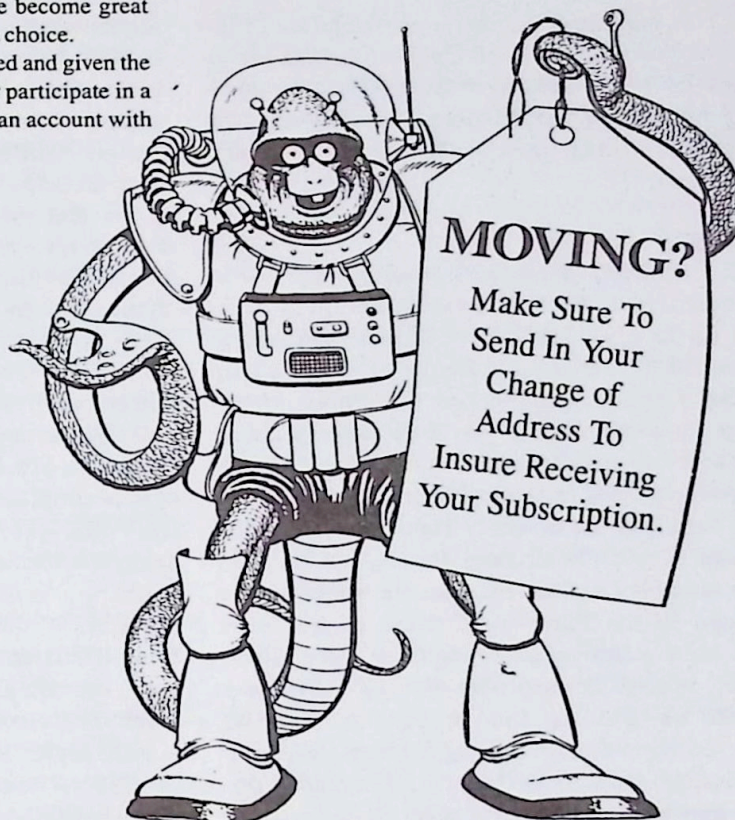
Thank You
Steve Hudson

Dear Members of the PBM community,

We would like to take this opportunity to express our regret that *Simulated Genius* is closing its doors. *Stellar Crusades*, the sole offering of *Simulated Genius* is likewise being terminated. We regret having to do this, but monetary and time demands have become great enough that we believe this is the best choice.

All active players have been contacted and given the opportunity to receive refunds and/or participate in a special "game wrap-up". If you have an account with *Simulated Genius* (and haven't been contacted) and desire information on getting a refund, (or even a game wrap-up), then be sure to send a SASE (Self-Addressed Stamped Envelope) to *Simulated Genius* as soon as possible. Make sure you enclose the SASE or you probably won't get a reply.

Sincerely,
William Katzaman (Owner of
Simulated Genius).



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Write for FREE Setup and Rules!

Turn cost is \$5 for 5 warriors

DRAGON GAMES
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SPACE COMBAT (PART 2) A DEMONSTRATION GAME

Edited by Vicki Freitas

This continues the demo game started in last issue. More information can be found in the review of Space Combat in issue #39, or by sending for a free rulebook from Twin Engine Gaming (see facing page). The series concludes next issue.

TURN 3

Phil Chenevert (The Greek Fleet #6)

YesSiree Bob! This game is definitely heating up nicely... only Turn 2 and there are at least 25 I Mines and Spore clouds zipping through space looking for something to destroy. Lots of violence and little strategy... now that's my type of game! It looks like I've discovered a new weapon: Ramming I Mines. Last turn my Aal not only Rammed the I Mine next to World Dominators Parent, but he must have made it implode because we noticed some damage to his Parent. All three of his Ghus must have taken a bit of damage, too. Meanwhile, World Dominators #4 has obviously picked us out as his enemy because he launched three nasty looking I Mines last turn, all directly pointed at Martha. They are very close together and will do great damage when they implode. Plus, he sent Aal TERMITE to scout us out and the little rascal landed in the same cube as the I Mine we launched last turn. This means that he can, with great glee, do to me what I did so sneakily to him last turn: Ram that sucker and cause mucho damage to Martha and everything around. Rats. My brilliant "master plan" of massive Spore attacks lasted exactly one turn because Martha only saw fit to produce one Spore AM this turn! We are Spore poor! Since this leaves us just about toothless, we will switch to our newly discovered Ram Attack by having another Aal (ARTEMIS) try to get close enough to Ram one of those three I Mines heading our way. If we're lucky, it will implode and suck in the other two, once again hurting his Parent. If we're unlucky, it will simply destroy one of them. Our third Aal will try to Ram one of the other I Mines on segment 9 when they are still three cubes away from Martha. It ain't much, but it's all we got right now. Our Bro near Martha will P Scream twice at TERMITE in case he hangs around to molest Martha. I am reducing Spore production from 3 to 1 and increasing Create to 4... got a feeling I'm going to need some more Offspring soon. Soylent Green Co #3 and Executives Ltd. #5 both sent diplomacy cards suggesting non-aggression pacts. We will gladly accept both, of course; one enemy at a time is our motto. Batten down the hatches, Mama, the rough part is just starting!

Raymond Doo (Elemental Transport #1)

The I Mines are on their way. One will draw in the other when it implodes at sector 18,20 on segment 9 of this turn. Soylent Green Co. #3 has also initiated an all-out attack on Executives Ltd. #5. There are three I Mines (besides mine) and two Spore cores heading towards Executives' position. What a happy coincidence! The damage caused by the I Mines and Spores will greatly help my Ghus. I hope to administer the coup de grace (viral infection) on Turn 6 or 7. Bro JEFFERSON (18,5) did not suffer much damage. It's defenses absorbed most of the damage. Can it survive the I Mine implosion this turn? My two Aals will get out of the implosion zone and P Scream Bro CARTER (14,5). My other Offspring will avoid the forthcoming implosions on Turns 3, 4, and 5.

Brian Faulkner (Soylent Green Co. #3)

I'm spending this turn in preparation for an attack on Executives Ltd. #5 next turn, moving most of my Offspring that way. Gotta keep my Inu CHINA back to defend my Parent, just in case. Hopefully, I'll be able to soften up Executives Ltd. a bit for the I Mines due to go off in a couple of turns.

Mike Kelly (Executives Ltd. #5)

Double darn!! Soylent Green, the Pest, and Elemental Transport, Elly, have decided to attack me, and The Greek Fleet has not responded to my message yet. I can take just about anyone man to man, but not two to one. To make matters worse, that I Mine is going to implode just where I would like to flee to. However, if I can hold out and make matters difficult for those two, someone else might distract them. Ok, time for strategy. Elly's two Aals will probably try to finish off the Bro or move on to another one. Let's make it difficult to kill anything and launch my own attack. Targets? The Parents would barely feel an unsustained attack, so one of the Ghus from Elly and the Inu from the Pest will have to do. Sure, let the Bro and Aal attack Elly's closest Ghu and send in some Spores to take advantage of any damage to the defenses. Since the Pest has a concentrated pack of vulnerable creatures, it is time for the Spore spread. Move the Bros to attack positions against the Pest and launch Spores targeted all around the area and see if his Aals scramble. (Send messages to The Greek Fleet #6 and Stellar Music Co. #7 and offer a mutual aggression pact against Soylent Green or Elemental Transport.) One thing for sure, choosing to use Bros was a mistake. This

is not a long range battle by any means and I have little defense against my opponents attacks without the capability to launch I Mines. The best Offspring for fighting a running retreat are the Pho and Inu and my Creation AMs are at ten and climbing. If the Pest relents on the the Spores it might be expedient to produce a large Offspring capable of launching I Mines and modify the AM production next turn. If I do decide to Create Offspring, I will have to move my KOLOBIAN or have my newly produced Offspring and my KOLOBIAN hit by I Mines. But then production would be next to nothing. We'll see, plans never go smoothly during a war.

Darvin Metzger (World Dominators #4)

Well, The Greek Fleet #6 is getting the better of me. He destroyed one of my I Mines right next to me. That really hurt. I'm dispersing my forces and Creating some powerful Offspring. Hopefully, the tide will turn.

Robert Stock (Stellar Music Co. #7)

Amazingly enough, there is very little to report this time around. While we have yet to inflict damage on the other companies, we have also not come under attack. Aals have located the Parents of Future Horizons Inc. #2 and Soylent Green Co. #3. In order to try to conserve our AMs and slow notice of our hostility, we are sticking to loosing I Mines; this time a group of four all targeted at Future Horizons Parent. ETA of these at target is Turn 8. We have made progress in our negotiations with The Greek Fleet #6. It has been decided that we will not target each other and may even jointly target others at a future time. As an afterthought, we have sent our Aal RAVEL in to P Scream Aal ALGERIA (21,3). It and most (if not all) of Soylent Green's Offspring are clustered within two cubes of it's Parent. Let's shake 'em up a bit.

Eric Techel (Future Horizons Inc. #2)

Finally, I found a KOLOBIAN! Two turns is an awful long time to wait. Anyway, now for my plan of attack. First off, my Aal is racing over to the "battle area" and then proceeding to sense out the area thoroughly. My Inu is launching two I Mines in opposite directions to confuse my opponents. While these two are doing their things, my Ghu and Bro are focusing on the Parent of Stellar Music Co. #7. My Bro is loosing Spores while my Ghu launches an I Mine right at it.

TURN #4

Phil Chenevert (The Greek Fleet #6)

Our hopes of exploding World Dominators #4 I Mines in his own back yard didn't work. It would have been beautiful, but that's war. Meanwhile, all those Spores we released on the second turn continue to do damage to his Parent and Offspring. He Created two Phos and a Bro this turn, but our Spores killed the Bro as it was created as well as destroying his Ghu SILKWORM. Not bad. We got some points, and so The Greek Fleet still leads in scoring, something that makes me very nervous. World Dominators Parent moved to the northeast, a good move since it gets him out of the path of my Spores. My only Ghu, APOLLO, ended in the same cube as his Ghu LADYBUG, and his Aal TERMITE is still alive and kicking next to Martha despite being Psyched twice. Our first priority is to avoid those two nasty I Mines that will explode one cube away from Martha on the next turn. She will move to the southwest, which will put her two cubes away. I won't reinforce her defenses, which are currently at 83. A tough choice, but we need the AMs. We will also have our last Aal HERMES do the kamikaze thing on one of the Mines, hoping to explode them where they will do less damage. I've learned to respect I Mine attacks a lot more! Meanwhile, Ghu APOLLO will try to Virally infect the enemy Ghu LADYBUG.

They are both battered, but if successful it will give me another much needed Ghu to go after his Parent and Phos. We've gotten in some quick licks, but we are definitely on the defensive now. Sure wish we had some more Spore AMs! Well, gotta go pick up another 42,000 pounds of KOLOBIAN-Chow - boy, that girl can eat!

Raymond Doo (Elemental Transport #1)

After three turns, the battle lines are quite well-established. However, there are one or two companies who don't seem to be doing much. My ally, The Greek Fleet #6, is concentrating his attack on World Dominators #4. He killed a Ghu and a Bro this turn. Executives Ltd. #5 has freed two Spores toward my Parent. However, my I Mine imploded on segment 9 and destroyed one of the Spores. In addition, it caused heavy damage to several other Offspring. Executives Ltd. has finally initiated an attack against my position. His Aal PIERCE P Screamed my Ghu CARBON at a distance of two cubes, causing minor damage to the defenses. Also, his Bro JEFFERSON attempted to Ram Ghu CARBON, but it missed by a mile (cube?). Several I Mines will implode during this next turn, some of which may persuade Executives Ltd. to move his Parent toward my waiting Offspring! Two Spores freed by my Offspring will disrupt the area around Execu-

tives Ltd. Parent. The Spores might destroy Aal NIGERIA and Aal ALGERIA. They are in the wrong place at the wrong time! My Parent will be creating one Pho, one Inu, and one Bro this turn. Ghu CARBON shall P Scream Bro JEFFERSON twice. Aal PHOSPHORUS, Aal NITROGEN, and Aal IRON will home in on and P Scream Bro GARFIELD. It has already been softened up by two I Mine implosions. Ghu COPPER will be moving three cubes towards Executives Ltd. Parent. My remaining Offspring, Aal GALLIUM shall observe the activities around the Parents of Soylent Green Co., Executives Ltd., and Future Horizons Inc.

Brian Faulkner (Soylent Green Co. #3)

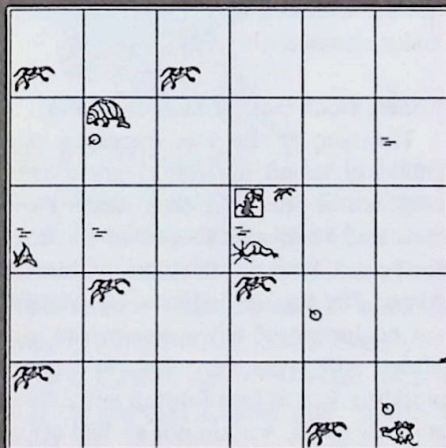
Egads! It seems that one of my early exploratory I Mines may have injured the Parent of my ally, The Greek Fleet #6. I hope that he understands that it was an accident. I'm continuing to go after the Parent of Executives Ltd #5, this time with Elemental Transport #1. Hopefully, he will keep at it instead of turning on me!

Mike Kelly (Executives Ltd. #5)

Wow. Times is gettin' rough. An I Mine is going to impact on segment 8 of this turn, and another targeted nearby that is set to blow on segment 1 of the next turn. There are four Aals (two very wounded) on my case, most of my

Space Combat is a game of pure tactical combat...

in a rather unique environment.



"Space Combat is FUN! Easy to play, yet enough depth to keep any sci-fi PBM fan engrossed. The tactical laser-printed maps for the 2-D version really brings the game to life. TRY IT!" Tim Sullivan, FLAGSHIP US editor

"Well-designed, with a superbly written rulebook and laser-printed turnsheets, Space Combat is an easy-to-learn but challenging game. Its innovative design rewards tactical brilliance while giving neophytes plenty of opportunities to sharpen their skills." J.W. Akers-Sassaman

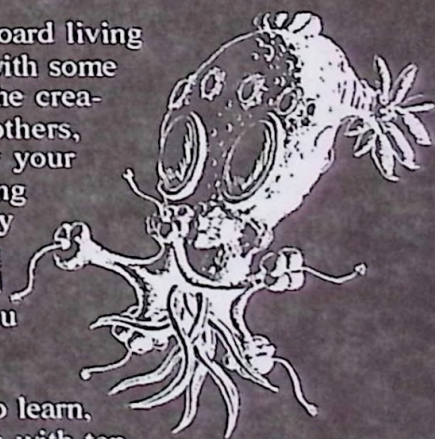
You'll be fighting in an edgeless contest zone aboard living creatures. Space Combat is almost all combat, with some room for diplomacy. Offensive actions include the creature's Psychic Screams to mentally disrupt others, launching Inverse Mines that will implode near your enemy, freeing Spores to destroy internals, using Nerve Pulses to paralyze pesky scouts, and Virally Infecting your opponent in the hopes of taking over their alien. Each turn comes with a special graphic printout of your ending position to aid you in planning.



Space Combat was designed to be easy to learn, but difficult to master. Every game starts with ten players, and as each is eliminated, the chances of the game ending will increase. Turnsheets are custom made on a laser printer to aid you in filling out your next turn. The games run about 12-16 turns. Cost is \$3.50 per turn. A rulebook (required before you can join) is only \$1.00.

SPECIAL OFFER: Send for a rulebook now! Mention that you saw this ad and you'll receive the rules for free.

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Offspring are injured, and I have no I Mine loosers. But wait a minute, why did Soy lent Green #3 move his two Bros near to one of the I Mines point of implosion? And after the bizarre path he moved along to avoid being scratched by the Spores? Time to gamble. The second I Mine is not going to implode where I think it is, but still another I Mine is going to implode nearby later in the turn. Therefore, I will move to an appropriate spot and produce Offspring, both with I Mine capabilities. With all the actions I'm taking, my production will be at a measly two. It has to be done. When being attacked, the two options are to attack back at the others Parent or to defend against the Offspring. Usually, attacking the Offspring is the better option since when they are attacking a Parent their actions are predictable and make them vulnerable. Unfortunately, my Bros are not well-suited to eliminating the elusive Aals; the Inu that will be produced is much better suited to that task. Given that I'll be moving at Soy lent Green's Parent this turn and he seems to be causing the majority of the trouble, I think I'll continue the Spore assault one more turn on his Parent and Inu. Maybe Stellar Music #7 will take advantage and commit some real fire power against Soy lent Green. Better send him another message. This turn belongs to the enemy, but next turn I'm going to kick some butt!

Darvin Metzger (World Dominators #4)

Today one of my I Mines damaged the Parent of my hated enemy The Greek Fleet #6. This gives me new hope of killing someone. I've unleashed a new barrage of Mines at his Parent. If God Emperor of Kolob smiles favorably upon me, I will be victorious.

Mike Kelly (Stellar Music Co. #7)

Geesh! If I didn't know better I'd think I was in the middle of a war zone! What? I am in a war zone? Well, that explains it then. Our good buddy to the east (Future Horizons Inc. #2) has sent mucho Spore cores toward our Parent. While this is just a minor irritant to a properly reinforced Parent such as ours, his Ghu FLEIBER trailing along behind them is too much. We are going to have to dust his tail for him with a pair of short range I Mines. They probably will not take out those speedy Spores, and may even sweep the fringe of our own Parent's defenses, but that Ghu will never want to visit again! To our north we see a lone Bro CHARON belonging to our erstwhile ally of the moment, The Greek Fleet #6. He's slinging Spores all over the north fringe just like we taught him when we first met. Hmmm... now that I think about it, he used that AGAINST me last time around! Make a note - Keep Eyes Peeled On CHARON. Our own Inus are still tossing I Mines all over the place, and Aal MOZART is standing by as an "Eye in the Sky". Aal RAV-

6 Paper Mayhem

EL on the other hand found himself next to a Soy lent Green Inu at ground zero for our I Mines. Unless he can shake himself free of Nerve Pulses fast, we may have our first casualty next turn. Stay tuned music lovers for our next report.

Eric Techel (Future Horizons #2)

With the info I have on Soy lent Green #3, I now have three KOLOBIANs to go after. First of all, my Parent will look with heightened senses and move. The move is to avoid a pair of I Mines about ten folds away. Next, my Aal will move and scan, while my Inu looses another I Mine at Soy lent Green Co. While they keep everyone on their toes, my Ghu and Bro will again focus on Stellar Music Co. #7. The Ghu is launching an I Mine at his Parent, and my Bro is freeing some more Spores in hopes of lowering the Parent's defenses.

TURN #5

Phil Chenevert (The Greek Fleet #6)

Stupid!! That's me. I had my Ghu APOLLO virally infect the enemy Ghu LADYBUG (successfully), then watched them both self-destruct because they had the same ID number! Gotta learn to read the rules. So instead of having two Ghus now, I've only got two wounded Bros left to carry on the fight. The I Mine from World Dominators #4 exploded one cube away from Martha and did a LOT of damage... thank goodness I imploded the other via a Ram. On the good side, my little I Mine imploded one cube away from his Parent and sucked in a mine that he had just released, so his Parent must be hurting, too. I'll create two new Ghus and three Aals this turn, reinforce the defenses of my Parent, and send a couple of spore clouds at our honorable enemy World Dominators. With absolutely no Sense AMs, we will be blind and toothless this turn - just the way I love it!!

Raymond Doo (Elemental Transport #1)

Turn 4 results were almost as expected. My Ghu CARBON P Screamed Bro JEFFERSON of Executives Ltd. #5 to death. My Spores also destroyed Aal NIGERIA of Soy lent Green Co. #3. It looks like Soy lent Greens' Parent may die this next turn. For this turn, the Offspring around my Parent will move out of the way of current and future Spores. Ghu COPPER will loose an I Mine at Executives' Parent. It will draw in an I Mine from Future Horizons Inc. #2, and the resulting implosion should be quite spectacular.

Brian Faulkner (Soy lent Green Co. #3)

I'm going to keep pounding on the Parent of Executives Ltd. #5, even though he has a lot of Offspring that pose a threat. By moving my Parent closer to him, I hope to lessen Spore damage, but that may be asking for Screams.

I'm betting that he has a high Spore AM setting, thereby cutting down on the I Mine or P Scream assaults. My biggest concern is my own low AM production!

Mike Kelly (Executives Ltd. #5)

The harvest is going to be rich this turn. Inu ARTHUR is in an ideal position to eliminate that flock of Aals and possibly the Bros. The old lob and duck tactic should do the trick. Of course, ARTHUR and the Parent will take 25 points of damage, but it will be well worth it. The Offspring that can should move at Soy lent Green Co. #3. Someone pegged the pest with two I Mines; what a pleasant surprise. Maybe Stellar Music Co. #7 is making a move. Diplomacy has paid off. The Greek Fleet #6 is sending very friendly correspondence, and even said that he would launch an I Mine at the pest. Of course, the way the pest is jukin' around, the I Mines would be useless. I'll tell him what I know this turn. Elemental Transport #1 has just produced over 20 AMs worth of ships. That means big trouble that I am in no condition to handle yet. I'll let Bro GARFIELD'S last gasp be to shake them up with a couple of well placed Spores. Hopefully, using Aal PIERCE to Ram Ghu Carbon will cause the Ghu to die. AMs are critically low, but there's nothing I can do about it but plan around it. This is going to be a critical turn for us.

Darvin Metzger (World Dominators #4)

Well, my plan backfired. Those I Mines toasted by butt. I'm down to my last two Offspring, and they're not doing very well. If I can get my Creation up a little, I might be able to make a comeback.

Robert Stock (Stellar Music Co. #7)

The heat of the war increases, and I have suddenly found myself in great hazard! Our neighbor to the west (and east), Future Horizons Inc. #2, has let loose two I Mines dead on for Parent, both of which are within two movements. The Spores that have been flying around are no longer of any consequence since the I Mines will wipe them out. We are mentally prodding Parent into folding away from ground zero. Actually, we are not so bad off as it may seem. The main problem is not damage or danger, it is the fact that I must divert resources from our primary target, Soy lent Green Co. #3, to deal with the Future Horizons Offspring. But, we have a surprise or two in store for Future Horizons. Hopefully we can count on The Greek Fleet #6 to give a hand.

Eric Techel (Future Horizons Inc. #2)

Future Horizons is on the move in a BIG way. Our Parent is moving to avoid a swarm of I Mines from Stellar Music Co. #7, and is also Creating some heavy firepower in the form of a Ghu and an Inu. My Aal O S CARD is moving

on top of an Inu from Stellar Music to P Scream it before heading south to scan. My Inu J HALDEMAN is creeping in towards Stellar Music's Parent and loosing yet another I Mine. While this is happening, Ghu F LEIBER and Bro R ZELAZNEY are moving to avoid the I Mine blasts and then waiting until next turn to invade the Parent of Stellar Music.

TURN #6

Phil Chenevert (The Greek Fleet #6)

Well, my honorable enemy snuck in several I Mine attacks while we were blind (no Sense AMs), but luckily my Parent had reinforced her defenses and she took little damage. She also Created three Aals and two Ghus which did take some damage, but they will survive. World Dominators #4 only has two Offspring that I can see; those two Phos which he has finally spread out away from his Parent. There are two more I Mines headed directly for me, so I will have my weakened Aal CIRCE ram the most threatening while it is still three cubes away. I will move my two new Ghus closer to World Dominators Parent and have a Bro free three more Spore attacks against his Parent to keep her from getting too relaxed. We again have no Sense AMs for this turn and so will have to rely on passive scouting.

Raymond Doo (Elemental Transport #1)

An I Mine from Executives Ltd. #5 damaged

my Aal PHOSPHORUS, Aal IRON, Ghu COPPER, and Bro ZINC! A moment of silence, please. The fiend shall pay for this outrage! Meanwhile, Turn 6 will be very explosive (implosive?) because of three I Mines that are set to implode near Soylent Green Co. #3 and Executives Ltd. #5 Parents. Many Offspring will suffer a great deal of damage. Ghu COPPER is loosing another I Mine into the heart of the war zone, and Bro ZINC will free three Spore bunches into the same area.

Brian Faulkner (Soylent Green Co. #3)

I'm going to have to give up attacking Executives Ltd. #5 Parent for now to get a couple of his Offspring out of the way. Though it means sacrifice, I'm looking forward to Creating more Offspring for me in a couple of turns. This two to one disadvantage really hurts! I sure could use an ally close to me right now!

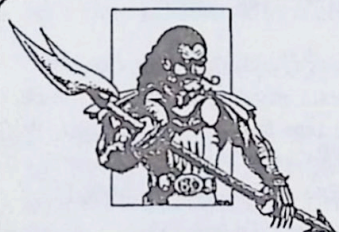
Mike Kelly (Executives Ltd. #5)

Bonanza! The old lob and duck tactic worked! Two Aals and a Bro eliminated and nine enemy Offspring wounded. The tactic is worth another try. My Senses have discovered that Soylent Green Co. #3 Parent is not even scratched. It will probably be moving my way again, and it has produced more Offspring! Because of my present AM stockpile situation, an assault on the Parent would still be useless unless I can guess his destination. It's worth a try.

I will lob and duck with Inu ARTHUR, and scoot and poke with Bro REAGAN. These tactics should keep Soylent Green on its toes. I will further scoot and prosthetize with Ghu MONROE. If I'm guessing right, Soylent Green may lose it right here. I will try to get Stellar Music #7 to coordinate an attack on Soylent Green, and suggest Spore attacks on Soylent Green by The Greek Fleet.

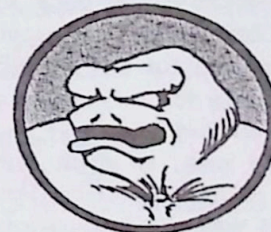
Robert Stock (Stellar Music Co. #7)

To say that all heck is breaking loose around here would be an understatement! The first of several I Mines from Future Horizons Inc. #2 that were heading for Parent detonated and drew strength from two others near it. This resulted in the loss of 54 units of defenses. In turn, our I Mine headed for Future Horizons drew strength from five others and caused another to chain react. This should have caused some severe damage. The second I Mine from Future Horizons (in a weakened condition) knocked Parents defenses below 100% and took two internals with it. All this was followed by a string of Spores from Executives Ltd. #5. Executives promised that the last bunch of Spores would be the end of Spores sent our way. So much for his believability. Aal RAVEL and Aal MOZART are right in the middle of the Executives Ltd. #5 and Soylent Green #3 free for all, busily beating up on Soylent Green and generally joining in on the fun.



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We now stand at four I Mines set for Future Horizons and one to stir things up around Executives/Soylent. This is by far the most activity I have ever witnessed in a claim stake, and all combatants seem to be highly competent.

Eric Techel (Future Horizons Ltd. #2)

Well, this turn is kind of a reestablish turn. I need to move my Offspring all around, so there is not much room for any offensive. Both Ghu F LEIBER and Bro R ZELAZNEY are P Screaming the Parent of Stellar Music #7. Inu J HALDEMAN is planning on loosing another I Mine at the Parent of Executives Ltd. #5, while Ghu G DICKSON and Inu G DICKSON are moving in to help out in the Executives/Soylent battle.

TURN #7

Phil Chenevert (The Greek Fleet #6)

Not much happened this turn. There's no damage to Martha and it looks like World Dominators #4 and The Greek Fleet are both gasping for breath after that exciting start. We did Ram his I Mine and prevent it from getting too close, but the darn thing went north instead of west and so damaged my Bro and a Ghu. Hopefully this means that the other I Mine headed this way will also go north and only cause me minimal damage. I only have four Movement AMs to work with this turn, and that will crimp my style. My Ghu CRONUS will move into the same cube as World Dominators Pho WORM and try a Viral infection. The other Ghu, GAEA, will move closer to his Parent, preparing for the ultimate strategy of Virally infecting his Parent two or three turns down the road. Unfortunately, our Spore well was dry this turn, so even though my Bro CHARRON is in perfect position, he can't do anything but wave and try a long distance P Scream. I bet our honorable enemy is getting very sick of those nasty Spore clouds eating into his Parent.

Raymond Doo (Elemental Transport #1)

Last turn's results went quite well for me. Soylent Green Co. #3, however, is in grave danger. My I Mine drew in two other and killed off two of his Offspring (as well as one of my Aals). Soylent's Aal TANZANIA Rammed Ghu MONROE of Executives Ltd. #5, so now he has no Offspring left! Soylent's Parent was screamed at five times and got hit by two I Mine implosions. Its desperate movement away from the danger zone has brought it closer to my waiting Offspring! My Ghus really appreciate such considerate behavior. For this turn, my Pho SULFER will loose two I Mines towards Executives Ltd. #5's position. The implosions over the next few turns will make that area hazardous to any Kolobian's health! My Spores should do some damage before being wiped out by an I Mine. This lull in the fight-

ing will enable four of my Offspring to heal their systems. Then they will be ready to jump back into battle.

Brian Faulkner (Soylent Green Co. #3)

I was willing to accept sacrifice, but there's nothing like the feeling when you get your turn back and you see that all of your Offspring are dead! Hopefully, my Parent can get away so that I can rebuild.

Mike Kelly (Executives Ltd. #5)

Ouch!! Elemental Transport #1 did the old lob and duck on me and managed not to be near the implosion. Fortunately, I was trying the same thing, and most of my critters had moved away, too. But, between that, an I Mine, the persistent P screaming of my enemies, and the Spores, my critters are all a bit damaged. Considering the state of my forces, another I Mine nearby, and my heavy stockpile of Heal AMs, it is time to retreat and heal. The Parent and I are out of harms way since Soylent Green Co. #3 was decimated and Elemental Transport #1 was forced to back up due to his own lob and duck tactic. Maybe we will finally have a chance to build up those AMs again. A message to Stellar Music Co. #7 and The Greek Fleet #6 could improve conditions although neither has been very helpful so far.

Darvin Metzger (World Dominators #4)

Well, I'm hanging on by a thread. I've built my Create back up, and if I can protect my battered Parent I can keep up the fight.

Eric Techel (Future Horizons #2)

Now that all the precautions have been made, I'm ready to set up for the kill. My Parent is sending forth a new AM adjustment favoring P Screams, and it is also Creating an Aal and a Ghu. My Inu J HALDEMAN is scanning the area before departing, and Ghu G DICKSON and Inu G DICKSON are both closing in on Stellar Music Co. #7. Bro R ZELAZNEY is P Screaming Stellar Musics Parent in hopes of lowering its defenses for Ghu F LEIBER to come in and attempt a Viral infection. I hope the infection works, but I am not counting on it, so I am bringing my forces over for the next turn, just in case.

TURN #8

Phil Chenevert (The Greek Fleet #6)

Well, the good news is that my Ghu managed to Virally infect Pho WORM of WORLD DOMINATORS #4 and we now have control over it! My very first Pho! The bad news is that WORLD DOMINATORS has suddenly made four new Ghus appear out of thin space. Whew, this guy is bringing up the heavy artillery. He launched four more I Mines this turn, but they all seem headed in semi-harmless directions. Now that I have a Pho, my strategy will switch

once again from Virally infecting his Parent to blasting him with I Mines. I will launch four this turn and they should go off the turn after this. Let's see how he likes dodging those babies. My Bro CHARRON will send three more Spore bunches dancing among his internals and we will hope for the best. AM adjustment is necessary this turn; I am sick of having so few Move and Sense AMs, so they are increased, while my Viral setting is put at zero.

Raymond Doo (Elemental Transport #1)

I was able to infect the Parent of Stellar Music Co. #7 last turn. My prediction was off by one turn. Soylent Green Co. #3 has moved his Parent closer toward my Offspring. He may be thinking that I am no threat to him. Think again! Even though we have been attacking Executives Ltd. #5, it always good to be on the alert for potential trouble. Well, this turn will definitely teach him a valuable (and fatal?) lesson. My Offspring will P Scream Soylent's Parent four times before Ghu CARBON does a Viral infection. If my Ghu succeeds, we will focus our attention on Executives Ltd. My I Mine will implode on segment 3 near Executives' position. Hope his Parent moves in a southerly direction towards my other I Mines! Pho SULFER will loose two more I Mines at Executives Ltd., and Ghu COPPER will loose an I Mine and a Spore bunch in the same direction. It will be happy implosion time each turn for awhile. Then it will be time to go for the jugular of Executives' Parent.

Brian Faulkner (Soylent Green Co. #3)

Good news... my Parent wasn't attacked and I've got one less foe to worry about. With my new Bro I can get started on a Spore offense. Gotta keep Executives Ltd. #5 away!

Mike Kelly (Executives Ltd. #5)

Breathing room at last! Elemental Transport #1 is probably after Soylent Green Co. #3 now. Time to spread the Offspring for an attack on Elemental Transport. If I can use my crippled Bro to intercept the I Mines heading at me, I will be able to Create a Pho next turn. To increase my chances, the Bro will have to be next to the imploding I Mine, which will decrease internals but increase chances of setting off one of the other I Mines.

Eric Techel (Future Horizons Inc. #2)

Yeah!! Finally, one of my plans worked! Now I'm in first place! I have to move my Parent to avoid an I Mine heading this way. After that, Aal R BRADBURY will be scanning, while Inu J HALDEMAN is launching an I Mine at the Parent of Executives Ltd. #5. The rest of my Offspring are moving and Healing. As you can see, this is a conservative turn as I relocate my positions. Hopefully my success will continue.

ADVENTURER'S GUILD

A Review By Mark Macagnone

Well I've finally found a game that I didn't enjoy folks! Yes, I know that some of you may feel that this game is excellent but to me it was a Clone, in fact almost an exact copy, of DUELMASTERS by RSI.

The turn sheet is a little more complex and the instructions a blow by blow narrative as in the RSI game. And the price I feel is much too high for what you can do and what you receive, \$9.50! With the RSI game you can run a total of 5 combatants for \$10.75, here you can run only 1 combatant for \$9.50. That's a \$1.25 difference and 4 less fighters to deal with.

I hate doing this, believe me, but I feel that I have to. It would not be fair to the gamers out there if I didn't warn them about this game.

And now for the review....

I received the rules and immediately saw that this was not what I expected. They say that first you must train your Adventurer at the Guild. Then when the master thinks you are ready you can form/join a group to go out into the world to find fame and fortune! There seems to be no outside adventure at all! In fact the second half (?) of this game hasn't even been programmed yet!

You have to set up your Character with the following: Sex, Race, Height. Next you get to split 50 development points into 3 separate categories:

HANDEDNESS: left, right, for no cost or ambidextrous at a cost of 5 points.

ORIGINAL ABILITIES: Strength, Dexterity, Stamina, Cunning.

WEAPONS TRAINING: cost of 4 points per weapon excluding Fist (which you are already trained in).

This doesn't leave you with much to work with. Most players will probably choose the left or right hand and save 5 points. 4 points already is used for weapons training so that leaves you with only 46 points to divide between 4 sections. Oh, you can put 18 points into, say strength but something else will suffer, so that means that when you fight, your character will probably suffer as well!

Next comes a section that says "you can program 4 lines of statements that will be used during the fight at specific times". Nice touch.

Next comes the part that differs from the RSI game...

COMBAT STRATEGY.

Unlike the RSI game where you could choose the type of attack, when to use the attack, type of weapon, and how to use the attack, here you are given percentages to deal with.

There are a total of 7 attack modes (notice I said modes): Closing/Retreating, Long range, Medium range, Short range, Defending, Special Tactics (?), and finally Yielding. Within each of the 4 top ranges there are several possible situations that you can choose from: to stay, close or charge, retreat. By using percentages, up to 100, you can decide

what to do. With Defending you can parry with either your left or right hand, dodge, retreat, or ignore the attack. With Special Tactics god only knows what your Character will do! So far 3 opponents have tried to zap me with spells?! And finally there's Yielding, so what else is new?

There is an exact duplicate of the first column that's used for your Secondary Strategy. This is used when you either reach a certain level of low energy or health or when time is running out for your fight.

That's the Creation Sheet in a nut shell. You send this in and they put you up against 7 other fighters.

When you get back the results you'll find about 10 to 11 pages of descriptions of what happened. **THIS** is the exact same thing you get with DUELMASTERS! And I mean exact! The only thing that I see that is better is the fact that the results are laser printed. There's no rest between fights, at least that's what it looks like to me, and for all the hard work you put into the percentages it looks like nothing is really accomplished.

Tell me something, if you hit your opponent in the body with a long sword and he groans in pain doesn't that mean that you have wounded him? I think so! And yet in between clashes there is a little statement that tells you how you and your opposite are doing and low and behold he's not scratched! This surprises me?

You will also receive the next turn sheet. With

Now that you've got the power, can you handle a . . .

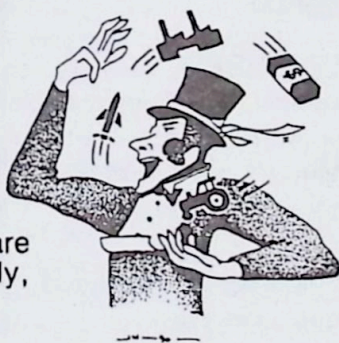
The World at Large

Come, enter a present day setting where 20 players each control one of the *major powers*. Political character and economic variables will distinguish each nation. Character affects a nation's reaction to political pressures. It includes such elements as 'aggression', 'political climate', 'freedom of information', and more. National economies operate **semi-automatically**. Each produces and buys or sells 6 types of commodities. The rest of the world includes 100 minor nations that are somewhat conservatively, haphazardly, **boldly?! self-adjusting**.

Diplomacy

The names and addresses of all players are made common knowledge. Right from the start you can make alliances, share info, hatch plots, etc.

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If war erupts, you (and your allies) can engage the enemy in **missile/anti-missile duels and conventional force confrontations!** Military might is affected by readiness ratings, tech level, and tactical choices. Combat resolution is fast and furious with the array of options guaranteed to keep opponents guessing.

Covert Activities

Looking for an alternative to direct action? Then send out your spies to gather information, create rebellion, and play "dirty tricks" in any nation.

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- Players turns run simultaneously
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 - Cost per turn \$4.50
 - Rulebook (required) \$4.00
 - Startup package
- (includes rulebook + 2 turns) .. \$11.00

Standing Orders

In many situations your instructions can create guidelines which need only periodic review. You can then concentrate on other facets of your game.

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it you can train in as many of your abilities as you have experience points. If you have anything left then you can save it for next time or put it into training with a new weapon. Only one problem, the points that you get are very hard to come by and you have to consider the fact that the next turn you may have to spend more to increase your abilities.

You can change your statement, bet on a combat (you can get gold from the people if they like the way you fight), and you can donate your gold to a church Resurrection fund (remember that you'll need at least 100 gold for it to maybe work).

There is also something else that I found interesting, follow my character....*"Shadowspawn spends 10 gold crowns towards his Resurrection fund. Walking back to the guild hall, Shadowspawn is approached by a middle-aged man sporting a huge grin. (Already I smell a rat reviewer). He introduces himself as Smilin' Bob, and leads Shadowspawn by his elbow to a makeshift table on the streetside. Once there, Smilin' Bob invites Shadowspawn to play a game. Though feeling a bit (like hell) suspicious, Shadowspawn decides to give it a try. (At this point Smilin' Bob would have lost his hand! - reviewer). Shadowspawn thinks violent thoughts as Bob wins his 5 gold crowns and then quickly folds up his table and calls over one of the City Guards to escort him to the bank."*

Is this a special encounter? Could I have told Smilin' Bob where he could put his table? What

type of game was it any way? Does this tell you something about this game? It does to me! It tells me that no matter how hard you work you'll run into a Smilin' Bob to take your gold and there's nothing on this planet that you could do to stop it!

Again I must say I'm sorry to the players for this review, for I'm not known to be this destructive of any game I've played or reviewed. It's just a gut feeling that I got that this is not a very good or even a mediocre game you should try. Still some may nabsay me and call me names for such a rotten review but I will live with what I say... Don't waste your money on this one folks its not worth it!

After rereading this review I decided to give this game a special test. There are several things more you can do in the game, that I didn't mention: You can challenge someone or be challenged, you can bet on challenge fights, and you can go and possibly die in the Grotto.

After my encounter (!) with Smilin' Bob, I decided to do several things at the same time to see what will happen!

1. Someone challenged me so I accepted.
2. I went to the Church and put in another 10 gold towards my Resurrection Fee.
3. Entered my usual 7 fights.
4. Bet on a fight.

Odds are number 2 will be done first, then my fights. The reasoning behind this was to see if I ran across another Smilin' Bob, as well as to see what

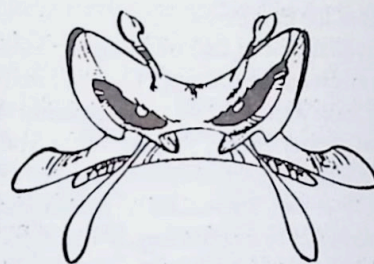
happens or doesn't happen in my other situations.

And here it what happened!

Shadowspawn made it to the church and back again without meeting any unsavory characters, I won all 7 fights (5 against dwarfs or halflings and 2 against larger members of the Guild!). And to top this off, I won the Challenge fight! (Everyone bet on my opponent, the fools). I also won a "free" T-Shirt because I won the entire 7 matches! And as for the bet I made, well Lets just say I could go to the Inn for a few more ales than I am accustomed too. SO.

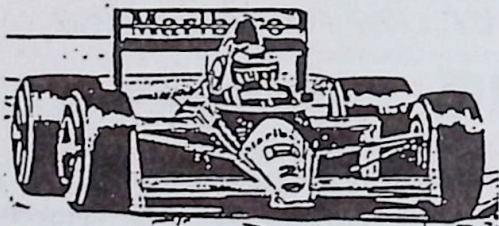
I rate this game a 1 to 2 stars game. If you are still interested in trying it out, you can contact: Entertainment Plus, P.O. Box 1981, Appleton, WI 54913-1981. Rules and setup are Free Turns are \$9.50 per turn.

Well until next time, Good Gaming!



MEGAPRIX

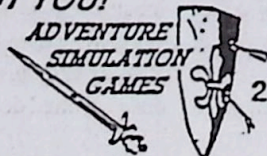
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The unique GAMMA Operating system to control the game has created a living world inside a computer, where the game could go on even without players. Start-Up package only \$13 you get a rule book, full color poster-size map, & two free turns, in a full color box. Further turns are \$3.50 each. There are no "hidden" extras no matter if you control 10 towns or 50 warriors.

"This is the game for anyone who wants an in depth game, yet does not want to spend hours filling in the turn sheets"

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TAKAMO II

By Jim Arnold

For both the newcomer and the veteran Takamo player, Takamo II from Advent Games has a great deal to offer. For those not familiar with the original, Takamo is a strategic space game where economic power is based upon the ownership of planets and the installations upon them, and upon specialized ships, while military power is for the most part a function of ships, marines, and technology. In the open-ended parent game, players are asked to choose whether to be a trade, agricultural, or mining corporation, or a pirate, smuggler, independent civilization builder (ICB), nomad, or cybernetic. After receiving your setup, which includes one or two homeworlds, you embark upon your economic expansion, which is highly dependent upon exploration, and if you are so inclined, your campaigns of conquest. Due to the special capabilities of each character type, forming an alliance with other players can prove to be extremely beneficial.

In Takamo II, however, one would not suffer from being a loner, because you are given the abilities of all the character types except the cyber and nomad. With these broader capabilities, a player can expand and prosper without the help of others. And instead of being in an open-ended 26x26x26 sector galaxy with room for up to 300 players, you find yourself in a 11x11x11 sector galaxy with a maximum of 25 players all competing with you to meet the same goals. It is because of the close-ended nature of Takamo II that a player has more individual abilities than in Takamo: you are given a variety of methods by which to pursue the victory objectives. In addition to the 25 regular players, each game of Takamo II has either a cyber or a nomad incapable of winning but capable of extending the life of the game by preying on the leaders.

The ultimate goal in Takamo II is to become the most developed empire. Scores are kept from turn to turn in the five victory categories, and the top three players in each category are listed in the newsletter which comes with each turn printout. The victory categories are technology, income, shipyards, colonies, and population. At the beginning of the game the players select a victory range for each category. The first player to reach the objective in three of the five categories is the winner. To keep the players guessing, Advent keeps the goals a secret until a winner is declared.

After a summary of the capabilities, we will examine the paths to victory and military aspects of the game.

CAPABILITIES

In Takamo, only the ICB is capable of terraforming planets. All players in Takamo II have this ability. The ownership of terraformed worlds is

vital to success in Takamo II, as all income-generating installations with the exception of colony bases may only be built on terraformed worlds or captured nomad platforms. At the beginning, only planets matching or close to a player's homeworld habitat may be terraformed, but as technology improves, a greater variety of worlds become available for terraforming.

The special abilities available only to the Pirate in Takamo which any Takamo II player may make use of include raiding and pirate probes. Specialized ships may be used to raid loot and population from other planets, with the loot providing income when sold at a pirate haven (any terraformed world owned by the player) and the population giving you a boost in one of the victory categories. Pirate probes provide better information than standard probes, including a planet's technology level, which is militarily vital information.

Having the capabilities of a smuggler allows Takamo II players to gain extensive information about a planet by use of smuggling center reports. Smuggling centers also allow the infiltration of guerilla units onto a planet and the smuggling of contraband off it and onto special cargo ships. Like raid loot, smuggled cargo provides additional income.

Lumped together as "corporate abilities" are mining, agriculture, and trade, which are three separate corporate character types in Takamo. With the miner capability, enhanced mining operations can be conducted on terraformed worlds and tramp mining ships can be built. Tramp mining ships allow the strip mining of planets, which produces income-generating cargo. Agricultural centers placed on a planet allow for greater population development, military discounts, marine recruiting bonuses, and steady income. Trade centers increase a planet's economic value and the amounts of certain cargoes which can be sold.

Playing the role of a spoiler in the game will be a cyber or a nomad. The cyber is capable of reducing planets to unreclaimable debris—lose a planet to the cyber and it's probably gone forever. The nomad has an ability analogous to terraforming: platforming. Nomads' platforming ability is also restricted by habitat, and the same facilities which can be placed on terraformed worlds can be put on platforms, but platforms have an added feature: mobility. Fighting back against a nomad can be frustrating when his planets are never in the same place from turn to turn.

STRATEGIES

Winning Takamo II is impossible without the acquisition of terraformed worlds, either those developed by the player or taken by force. Technology can be increased and colonies amassed

with only the ownership of the homeworld, but victory must be obtained by achievement in a third category. Shipyards can only be built on terraformed worlds, population expansion is extremely easier on terraformed worlds, and income-generating facilities require them.

To find unowned planets to terraform, or non-player (or other players') terraformed worlds, you must explore. The tools of exploration are probes and scan-capable ships. Planetary probes provide information on single planets, while sector probes report general information about a sector. Scan-capable ships are the unarmed Explorer class and four types of armed scout vessels. Scanning should begin with your first turn—your early discoveries can propel you into the lead or leave you struggling. A sector probe report will show which of the 27 subsectors are safe, or have star clusters, supernovas, stellar clouds, rifts, or no stars. Star clusters and supernovas are navigation hazards—good places to dump unwanted ships. Rifts can provide shortcuts across the galaxy but should be avoided until you have rift-capable ships because standard ships tend to break up in rifts. The number of star systems in a stellar cloud subsector can only be determined by system-by-system scans which can end up with a one-way trip into a black hole, or by using lancer ships, whose main function is to find and destroy nomad platforms with their special scanners and missiles. "Safe" subsectors are the easiest to explore. Initially a subsector scan will tell you how many star systems are in the subsector, and a system scan gives the number of planets in the system. At higher technology levels a subsector scan also reveals how many planets are in each system, and system scans garner additional information about the planets in the system. In addition to being a victory category, technology provides the incentive of improved exploration capability.

Although you start the game with some degree of information on the planets within your own sector, the importance of intensive exploration in the early stages of the game cannot be overstressed. Although you will occasionally receive "captured documents" which can provide useful information, exploration is the key learning about your surroundings. Besides terraformable worlds, military targets, and planets for smuggling and pirate activity, exploring will help you find planets to colonize.

While colonies are one of the victory categories, they also have economic importance. The various facilities on terraformed worlds provide constant income, if you want more money, you must get cargo by raiding for it, smuggling it, or buying it. Raiding and the apprehension of smugglers produce captured documents which reveal your areas

of operation. Trading with colonies is safe, discreet, and reliable. Standard merchant ships are most profitable selling terraformed world cargo to colonies, while agricultural and trade cargo ships provide better results when selling colonial cargo to terraformed worlds.

The sooner you develop an extensive colonial trade system, the sooner you will be generating the profits necessary for rapid technological advancement, economic development, and procuring the tools of war. Taxation is helpful in your pre-colonial phase, but becomes unnecessary once your trade routes are established.

While it is possible to succeed in Takamo II without ever attacking a planet, other players may want to take what you have, especially if you are among the leaders. The defense of vital planets should never be neglected and some offensive firepower will be necessary to gain a measure of revenge.

There are several facets to planetary defense, each designed to counter a specific phase of an enemy attack. Ground forces include standard marine units and heavy marine units, each of which have advantages and disadvantages. Standard marines are weaker in firepower and susceptible to attacks by guerillas and enemy fighters, but they are transportable, cheaper, and unaffected by missile strikes. Heavy marine units, while tougher defensively and impervious to fighters, are static units subject to the ravages of enemy missiles. Since an attacker can expect to encounter both types of marines and will plan accordingly, your defenses should include anti-fighter mines, which will take out some of the attacking strike craft or abort the fighter strike altogether if they exist in sufficient numbers, and anti-ballistic missiles (ABM's), which are designed to intercept enemy missiles. Anti-fighter mines are available at the start, but ABM's require some technological advancement. Before an enemy may attempt to invade your planet, his invasion fleet must not only survive your defenses, but it must eliminate all forts defending

your world or the invasion will be aborted. While not very powerful in themselves, forts are essential because they can be filled with torpedoes. A prudent attacker will attempt a missile strike against forts unless he is confident that his battlefleet can survive torpedo fire and eliminate the defending forts without the benefit of a missile strike. ABM's can decrease the number of forts lost to a missile strike and consequently more torpedoes will be available to be fired at the incoming enemy. A multi-layered defense is a must against a competent opponent.

Without a monster fleet capable of crushing planetary defenses, an attacker must make judicious use of supporting forces prior to sending in his marines, and generally it is inadvisable to attempt to attack other worlds until technological advancement has provided missile ships and carriers. Due to the danger of torpedoes, a missile strike against forts is generally a necessity, and fighter strikes against marine units, if sufficient fighters are used and the anti-fighter minefield is thin, can be devastating, even to the point of paving the way for a successful guerilla strike. Generally speaking, the defender will have forts and marines remaining after these strikes, unless he has neglected his defenses or the planet is so technologically inferior to the attacking forces that the defenses crumble under forceful preparative action.

Further missile strikes against heavy marine units can be helpful, but second and further missile strikes cannot hope to achieve success on par with the initial strike, and if the defender has torpedoes in his surviving forts, a missile fleet is likely to become scrap. Even a first strike may not achieve surprise if the fleet is too large. On the expectation that you will have to absorb some torpedo fire, it is very advisable to build a fleet of war wagons that will be able to destroy any forts remaining after missile strikes. Your invasion forces should be placed in a separate fleet from the one used for fort clearing, because lightly armored transports will

wither under torpedo fire.

The bottom line in Takamo II combat is numbers and technology. The more a planet's defenses are built up and the higher its technology, the more difficult it will be to conquer. Conversely, the larger and more powerful the attacker's fleet is and the more marine units he has, the greater his chances of success are.

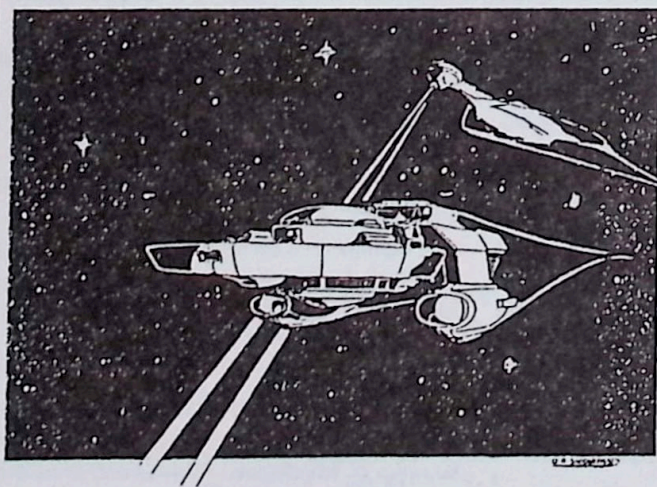
IMPRESSIONS

Finishing third in the playtest didn't hurt my favorable impression of Takamo II, but less success would not have damaged my enthusiasm for the game. There are extensive options available for pursuing a path to success, and this very variety ensures that no single strategy will be any more successful than another. There is time in the early stages to experiment and to decide which options to pursue and which to abandon. While some of the game's intricacies are purposely left for the player to discover, the rules are clear and concise, and the simple format for completing turn sheets is easy to master and less time consuming than for games of similar complexity.

Takamo II generates an exciting atmosphere of competitive development, and is purposely designed to allow someone to achieve victory before burn-out sets in. In fact, I was hoping the playtest would go longer because some interesting developments were occurring.

The cost of playing Takamo II is variable according to how extensively you wish to play. The minimum turn fee is \$2.50 for 10 actions, although you may submit up to 45 actions per turn at 25 cents per action. Turns run twice a month, on the same day of the week two weeks apart, so barring the serendipity of the Postal Service, you'll always have a general idea of when your printout will appear in your mailbox.

Well worth a look, Takamo II could become a classic in PBM. Don't miss the ride. For more information on Takamo II, contact Advent Games, P.O. Box 81674, Lincoln, NE 68501.



TAKAMO II

WHAT IS TAKAMO II?

- It's a game of exploration and high adventure.
- It's exciting. It's fast paced.
- It's galactic civilizations clashing for survival.
- It's a computer moderated, strategic level simulation of empires in a struggle for survival among the stars.
- It's pitting your skills against others to become conqueror of the galaxy.
- It's the combined abilities of ICBs, miners, farmers, pirates and smugglers.
- It's a closed-ended version of TAKAMO in which winners receive free game credit.

TAKAMO II... it's more than a game.

Setup fee is \$10.00 and includes two ten-action turns and the rulebook. Turn cost is \$2.50. Extra actions are 25 cents each. Rulebook, when purchased separately, is \$5.00

For more information, write to:

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THE LAND KARRUS

By Gerri Macagnone a/k/a Gaerl of T'naith

For first time PBMer's this is a game for you. It is sort of like a low level D & D game, only you have control over several hundred people, not just yourself. The rules are simple and to the point as are the turn sheets.

The setting is on the Planet Karrus in a galaxy much like our own. On this world there was once a dominant species, the Karrutians. Then came the "off-worlders" and here is where the game begins.

This open ended game revolves around the player races which are unique in their own way. The three main races are the Karrutians, the Utrians and Heqi. Your success depends on how well you manage with what you have and what you find in your travels.

As I said earlier the rule book is easy to understand. You start off with the setting followed by the game itself. Then comes the rules and definitions.

ALLIANCES

Any one who's ever played a PBM game that has many players knows the advantage to belonging to an alliance. The same holds true in this game. The alliance that I belong to has mapped over 500 different areas. We also have a lot of weapons and other items we trade between ourselves, which help further our levels and wisdom. (More on this later.) Our alliance consists of many different types of races. Along with the alliances are Cults which are solely based on Racial abilities and techniques and become part of the computer program, whereas alliances do not.

SPECIAL ENCOUNTERS

Here is where I think of D & D. You are traveling along when suddenly you meet someone. There is a description of who and what is happening which is followed by a multiple choice of solutions. You pick one and hope everything comes out alright. If you choose not to select an option one will be selected for you and you have no say in the outcome.

Here is an example.

You discover a cave. Your people want to explore, you want to keep moving. What are you going to do?

A. Let people explore for a short time and then move on.

B. Move on.

C. Let those people who want to explore stay. The rest of the group move on and let the explorers catch up with you later.

You make your decision send it in and the following turn get your results.

YOUR GROUP

You are allowed a fifteen line description of your group. This description will be seen by all groups that you encounter on your trek around the country. Many people choose any old name, some of these are corny, and some choose their names according to ancient lore. The group descriptions are usually

based on the following descriptions I have given. (Although the race description you get is greater and more detailed.)

THE KARRUTIANS

These are Nomadic hunters and gatherers. They have an extoskeleton and eight pairs of limbs. They are intelligent and of a primitive technology. They believe their ancestors communicate through the Elders.

THE UTRIANS

These are "Mind only" life forms of pure intellect. (All you trekkies out there should be able to place these people.) The Utrians share their hosts consciousness. Since a Utrian may "live" without controlling his host, he may be callous about the host's welfare.

THE HEQI

These are very intelligent humanoid beings, very aggressive by nature. They pride themselves on their ability to think rationally. They also believe themselves to be superior to all other life forms. They are adaptable and have survived very well on Karrus so far.

Aside from your own people you can also have slaves and if your intelligence and racial abilities allow you, there are robots.

MORALE AND WISDOM

The morale levels are between 0-30. All groups start with 15. This can be raised or lowered by a number of things. Combat, food, encounters and research projects are just some of the ways.

You can increase your morale by consuming more food or herbs, or by simply winning in combat.

There are seven wisdom levels. All groups start at level one. Levels two through five can be achieved in any order. The way to gain these levels are through "Quests".

There are relics and legends to collect. These are stories about the different races on Karrus. (The person who writes these stories should consider becoming an author.) See Example.

There are battles to fight and research projects to be done.

The research projects are needed to make things that can not be purchased through the trading post and items that are race related.

You also have to find and collect Relics of the Old Ones. These Relics are in special areas throughout the land.

The final two levels consist of building a wisdom house and finding the OLD ONES TREASURE.

THE LEGEND OF OKATU

In the region of Katlak, there was a group of Karrutians known as the Lakarin. Being good folk, they taught their children the Ways of the Ancestors. For many years, they lived and traveled together in harmony.

One Leader of the Lakarin, Anev, had many children to choose from to turn over the Leadership of the group. She prayed and meditated, and watched her children carefully. She wanted to obey the will of the Ancestors, for she was a good Leader. But she had a fault, and the fault was that she had a favorite child. She wanted this child to be Leader. The child's name was Okatu.

Okatu was a good Lakarin, and she worked hard to learn the Special Knowledge that her mother taught her. Many in the group agreed that she was the One that the Ancestors would choose. But in the final hours of the Choosing Time, Anev learned that it was not the Will of the Ancestors. Another child, Kimu, was named.

Anev was very angry at the Ancestors. She could not accept that her favorite child would not be Leader. She chose to defy the Ancestors. She went back to her people, and told them that Okatu was the One.

Again, Okatu dutifully studied at her mother's behest. Again, she did well. But, slowly, almost imperceptibly, her health began to fail. She stopped eating. She became thin and weak. She became feverish, and very ill. Soon, it became clear that she was dying.

Anev was very sad. She knew that her defiance had brought such a cruel punishment upon her daughter. She made many amulets, and covered herself in herbs, and went alone to pray to the Ancestors to spare her daughter. She begged forgiveness, and sacrificed all of her jewels. But the Ancestors were silent.

When she returned to the camp, one of her people came running to meet her. "Look, look! Hurry!"

Anev could not believe what she was seeing. Okatu was standing up in the middle of the camp, and she was being consumed by a brilliant flame. Strangely, she did not seem to be in any pain. She was smiling, and when she saw Anev, she stretched out her arm and touched her mother. Anev felt a shock course through her body. Then she watched helplessly as Okatu disappeared.

The tale is still told, how Okatu was taken by the Ancestors before her time because of her mother's defiance. Okatu was thought to be happy where she had gone, for she had looked so happy in her last moments with her people on Karrus.

Anev mourned the loss of Okatu for the rest of her life. Kimu became the new Leader of the Lakarin, and led them well for many years.

As each of these "Quests" are completed, you will be notified by the GM and your wisdom level will be raised accordingly.

MAPPING

This is one of the few games that have a hexagonal map. This type of map allows you six different ways of movement, either directional or by hex numbers if you know what they are. It may be a pain in the neck to draw out but it is fun. There is almost every type of landscape imaginable, from arid desert to high mountains. The only type I have not run into is snow. Each type of terrain takes a certain amount of movement points to go through. In some of these areas there are items of interest to your group. You may find food, or logs or other items your group needs. You may also run into other groups.

Each specific area requires a certain amount of movement points to enter. Your basic amount is 8, although you can increase it.

You can also send out two groups of scouts who will leave from the area you start in and join the group where your movement finishes. The good thing about scouts is they can tell you what is in a certain area and you can decide whether to go back and get it if you want. The one thing that scouts can not do is salvage anything unless you have completed a "Scout Salvaging" project. You also have Distant Scouting, with this you can scout two areas anywhere on the map for the cost of a few crystals.

There are special hexes called LOCK HEXES or OLD ONES' AREAS. These are movement restricted. If your group enters one of these you will be informed of it, and what to do to get in it if that is what you want to do. These hexes usually contain an Old Ones Relic.

CARGO

As in any game if you are carrying equipment you can carry only so much. The same hold true here although you can build carts and other forms of transportation to carry your valuables in. You also have your KOS which is a large animal which is native to Karrus. These animals can also be used for transportation.

Certain items can not go through certain regions. So you can either dump them, sell them or build CACHES in which to store them for later use.

COMBAT

The combat in this game is part magic and part science fiction. It is done in three phases. The first phase is the racial technique, where your group uses powers unique to your own race. The second phase is where you use your distance weapons, cannons, spears and such. The third and final phase is the melee or hand to hand, here is where you use just about anything short ranged.

When you make up your battle strategy you do not have to use all the members in your group. You may use a certain number. You may also use any slaves and robots that you may have.

Your racial technique may be as powerful or as

weak as you want it just by adjusting the amount of wealth you want to use on it. Your group has many different techniques to choose from.

As in any game with combat, winning or losing has a definite effect on the morale of your group.

TRADING

There is a group of people on Karrus that you never see. They are the Pren. These people run the Trading Posts that are throughout the land. They sell food and wares, they also buy what you want to sell. When you reach a Trading Post and ask to trade you will be given a price list for all goods they have to sell and prices that they pay for goods you may sell them. The price lists are never the same as prices change with the quantities they have.

You can trade through airlifting but this is done without a price list. You may only airlift the goods to them and receive your money. You may not get goods airlifted back to your group.

A word of warning. Try not to upset the Pren, it may cost you dearly.

TURN SHEETS

See example.

NEWSLETTER

About once a month the GM puts out a newsletter that contains what is happening out there in Karrus along with player notices and other items of interest. Players are encouraged to join alliances through the 'ADS' placed in it, as well as help-



THE LAND OF KARRUS

Three unique races—
the primitive, magic-using Karrutians,
the high-tech, bionic Heqi,
and the invisible, mind-enslaving Utrians—
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LAND OF KARRUS TURN SHEET

Date: _____ Name: _____ Number: _____

Group Name: _____ Leader: _____

*Notes: _____

*SPECIAL ACTION:	Number to use	Target Group/Region
1		
2		
3		
4		
5		

*TRANSFERS: INDICATE TYPE: B=BUY S=SELL T=TRANSFER C=CACHE R=RETRIEVE D=DUMP

Transfer #1 ☐ Airlift ☐ Transfer During Move ☐ Before ☐ After Turn

Transfer #2 ☐ Airlift ☐ Transfer During Move ☐ Before ☐ After Turn

Item	Number	Type	Item	Number	Type
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		

*MOVEMENT ORDERS FOR GROUP by direction or region number:

SCOUT GROUP #1: Start Region ☐ Scouts ☐ Bots ☐

Movement: ☐ ☐ ☐ ☐ ☐ ☐

SCOUT GROUP #2: Start Region ☐ Scouts ☐ Bots ☐

Movement: ☐ ☐ ☐ ☐ ☐ ☐

*RESEARCH:

Name of Project to cancel: _____

Name of Project to begin: _____

*MANUFACTURING OF WEAPONS, VEHICLES, OR OTHER ITEMS:

Item	Number	Item	Number
1		4	
2		5	
3		6	

*ENCOUNTER NAME/NUMBER: _____ ACTION CHOICE: _____

*ENCOUNTER NAME/NUMBER: _____ ACTION CHOICE: _____

*COMBAT SET-UP: ☐ Add to preexisting set-up
☐ Change entire set-up

Mode: _____ Target Number: _____ Target Size: _____

Army: Members: _____ Slaves: _____ Robots: _____ Free: _____

Name of Race Technique	Phase I Race Techniques	Number of Crystals or Herbs
1		
2		
3		
4		
5		

Type	Number	Type	Number
1		4	
2		5	
3		6	

Type	Number	Type	Number
1		6	
2		7	
3		8	
4		9	
5		10	

Type	Number	Type	Number
1		3	
2		4	

ing to "trash" other groups without joining.

It is here where the GM informs the players of any changes in the program and when they are likely to occur. And what I like the best. It is also possible to order "Back Issues" of the letter.

All in all I truly like the game. Especially the GM. I highly endorse this game for all the things I have written about and the things that I have forgotten. It is enjoyable and can drive you nuts at times, but still a lot of fun.

For further information please write to: PAPER TIGERS, P.O. Box 1547, Glendora, CA 91740.

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CHARITY AS A TACTIC IN DEATH AND SORROW

by Oren C. Webster

Death & Sorrow's combat rules conceal a surprising benefit or two to be derived from the giving of gifts, even to your enemy! Eckert Gaming Group should be congratulated.

There are four rules that are of importance:

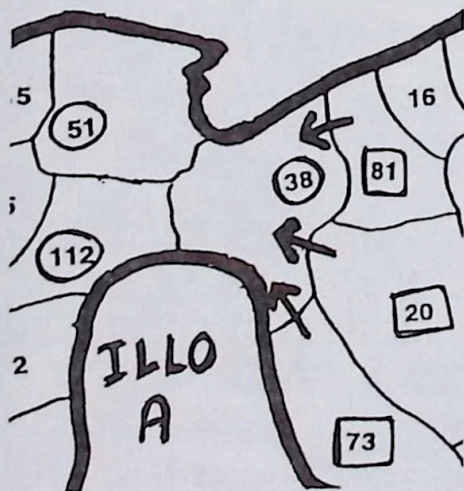
(A) Each turn consists of three rounds of move-fight, but none of the moves are allowed as long as non-allied forces are present in the province.

(B) If your assault on an enemy province involves forces arriving from more than one direction at a time you get an assault power bonus. The second largest assault force gets its strength multiplied by 1.5; the next largest by 2.0; etc, till the last of a possible six gets a multiplier of 3.5. Defensive reinforcements get no such bonus.

(C) Defending wilderness provinces get a defensive bonus, not in strength, but in the number of kills made upon them, suffering only two-thirds as many deaths. Defending villages get no defensive bonus.

(D) Change of ownership by gifting occurs before the first round of move-fight; change of ownership due to combat occurs after each round and requires all the defenders, including allies, to be killed off.

In ILLO A, the good guy (circles) holds the provinces with the numbers circled. The attack will come from one or more of three sources: 81, 20, 73. Even without the assault bonuses, all of the defenders the good guys can put in 38 for the first round of fighting will not do the job. 38 is doomed. But so is 51 and/or 112, perhaps, because a guess must be made as to which to defend for the turn's second round of battle, or because troops are not available to defend either one on the second round. But enough troops can arrive for the third round.



Before the charitable answer is exposed, first a rundown to show how it could go in the situation as is: the enemy (squares) moves into 38 in time for the first round of battle and wipes out the defenders, so the province becomes theirs immediately, and the troops are then free to move to

51 or 112 or both in time to battle in the second round, where they might wipe out the defenders, and then move on for a third round of conquest (as in actual results of ILLO B demo!).

The charitable answer: 38 will be lost anyway, so give it away to someone to whom you are not allied, and to whom your enemy is not allied.

The enemy attacks and you and he BOTH amount to an invasion force that is forced by the rules to attack the owner - who has an army of zero troops! Having successfully killed off all zero of the mutual enemy, the largest invading force gains the ownership of the province, and must then combat your army which is now considered the invader! So, in the second round of battle, the enemy is still in 38, instead of having advanced! This was a gift for timing's sake. Note that no reference was made to the size of Circles' forces in 38; just one troop can hold the fort a whole round against the largest army!

If 38 is a wilderness province, the defensive bonus would have been gained. If it were a village, however, the situation could be quite different, with no defensive bonus available.

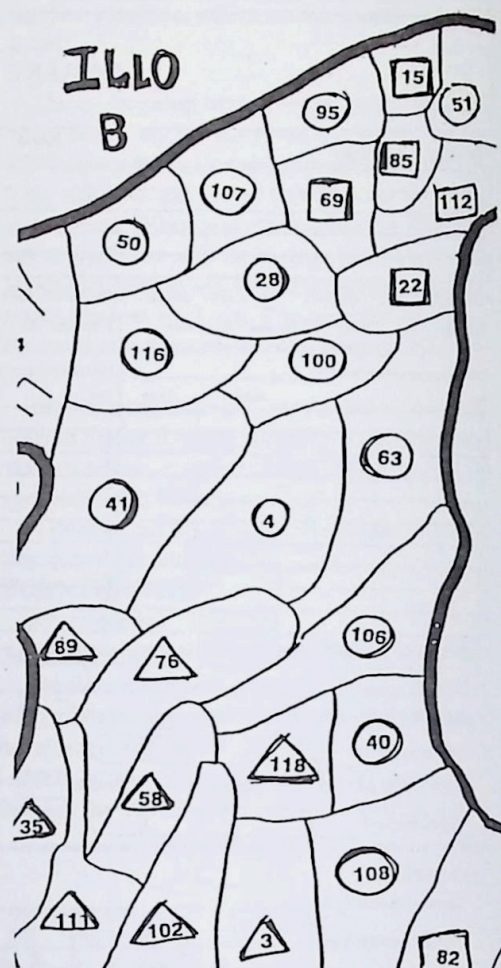
Note that if 38 were given to the assaulting enemy - or an ally of hers - then the only invading troops officially would have been yours, and the Squares' troops would have been defenders, wiping you out even easier than without the gift, and moving on to 51/112 for second round pillage.

ILLO B is from D&S 5; the good guy is the Circles again, his ally is Triangles. Circle has just captured 50, 107, and the home village 95 of one of the players that make up our Squares enemy. Squares' main force has just blasted through 38 to 112 to 22 with a large army now sitting in 22, ready to assault Circle's home village of 100 (with its wealth of resources), or maybe the side village 63 (the gate to the south). With one large army out of place in 95, and another in the south, timing becomes critical.

In the actual game, Squares assaulted 63 instead of 100, taking it in one round, and was able to split up his forces and take 4, 41, 89, 76, 58, and 111. The southern defensive reinforcements got in place too late, arriving in provinces already captured and now defended; in some cases arriving in enemy wildernesses where the defensive bonus worked against them. In the north, Circles tried to break out to 85-112-38 but got trapped in 85, where the defensive bonus ate him up. And the Squares player that had just been reduced to three provinces (15, 85, 69) ended up winning 51, 107, 50, 28, and 116!

But the Circles and Triangles forces that arrived in 63 on round two, added to those available round one, could have held the line, with more help arriving round three.

The answer in 63, of course, was charity: give it away to a player not allied to attacker or defender. The attacking army would arrive for round one



combat, help fight nothing, and then sit there till round two when Circles' troops from all over the south arrived from 4 and 106 - getting the assault bonus! - and Traingles' troops arrived from 4/76/106 getting even more of an assault bonus! Triangle, by the way, was mainly busy fighting Squares' friend, Hexagons.

This would have been a gift primarily for timing's sake, but would have gained an assault bonus too!

51 couldn't have been defended and 28 was problematical, but giving it away also could have guaranteed only those three losses: 51, 28, 63. Instead, the Circles and Triangles lost, respectively, nine and four provinces! Going from 21 to eight!

A third charitable tactic involves giving a village to the attacker. You lose no defensive bonus, but might gain a tremendous assault bonus from what would normally be defensive troops rushing to the rescue. Obviously, you could also be avoiding the assault bonus. (In any case, the gain might not be enough to offset disadvantages in the future if the result is not good enough to regain the province easily enough, or prevent the undesirable.)

A fourth tactic, not relying on charity, takes advantage of some of the same rules. If your not sure that someone might be moving into indepen-

dent province X or getting in place to assault you, maybe send an army of size two into X, to arrive at round two if you figure the win would be accomplished in round two. Even if the independent defenders kill off one troop (unlikely if there is such a large assault force there), there will still be one left to make the enemy stay there for the third round of battle. It is possible later in the game to win in one round against independents, so you may want a little army to arrive in round one, delaying things till round two; and maybe a second tiny army in round two.

Actually, this last tactic could be considered charitable, also. After all, you have volunteered one or two troops to help the attacker win the independent province! (So, don't send enough to really speed up the process.)

A strange game, Death & Sorrow, and fun for anyone who enjoys "simple-rules dynamism" with no frilly, un-central superficials, nor random happenstance. It is available from Eckert Gaming Group, P.O. Box 16384, Rochester NY 14616.



ORIGINS AWARDS

The Academy of Adventure Gaming Arts and Design announced the winners of the Origins Awards for the best adventure gaming products of 1989. The Origins Awards are given for outstanding achievement in miniatures games, role-playing games, board games, play by mail games, computer games, and adventure gaming magazines.

The awards are presented annually at Origins, the national adventure gaming convention, held this year in Atlanta, Georgia June 28-July 1, 1990. The awards were presented June 30, 1990 during Origins '90 at the Atlanta Hilton. This year's Origins host was DragonCon.

Best Historical Figure Series, 1989
Aztecs, 25 mm, Falcon Miniatures

Best Fantasy or Science Fiction Figure Series, 1989
Dragonlance AD&D Figures, Ral Partha Enterprises, Inc.

Best Vehicular Miniatures Series, 1989
BattleTech Mechs and Vehicles, Ral Partha Enterprises, Inc.

Best Accessory Figure Series, 1989
Warhammer Mighty Fortress, Games Workshop, Inc.

Best Miniatures Rules, 1989
BattleSystem Miniatures Rules, TSR, Inc.

Best Role-Playing Rules, 1989
AD & D -2nd Edition, TSR, Inc.

Best Role-Playing Adventure, 1989
The Great Old Ones, Chaosium, Inc.

Best Role-Playing Supplement, 1989
Creatures of the Dreamlands, Call of Cthulhu, Chaosium, Inc.

Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1989
Creatures of the Dreamlands, Call of Cthulhu, Chaosium Inc.

Best Pre-20th Century Boardgame, 1989
Siege of Jerusalem, The Avalon Hill Game Company Inc.

Best Modern Day Boardgame, 1989
Red Storm Rising, TSR, Inc.

Best Fantasy or Science Fiction Boardgame, 1989
Space Hulk, Games Workshop, Inc.

Best Graphic Presentation of a Boardgame, 1989
Red Storm Rising, TSR, Inc.

Best Fantasy or Science Fiction Computer Game, 1989
Curse of the Azure Bonds, Strategic Simulations, Inc.

Best Military or Strategy Computer Game, 1989
Sim City, Maxis

Best Professional Adventure Gaming Magazine, 1989
Dungeon Magazine, TSR, Inc.

Best Amateur Adventure Gaming Magazine, 1989
The Canadian Wargamers Journal, The Canadian Wargamers Group

Hall of Fame, 1989
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A LOOK AT QUEST GAMES, INC.'S STARBASE

by Vickie Lloyd

Like everyone else in the known universe, I received an advertisement for Quest's new game, Starbase, and as usual they made it sound like God's answer to PBM and as usual, I fell for it. Also, I had recently quit BSE and was on the prowl for another open-ended game, since I so much enjoy the role-playing aspect of open-ended games. Quest offered free rules and free set-up to Starbase with turns costing \$5 each, which sounded extremely reasonable. Starbase comes in both open and close ended configurations and is described in the brochure as being: "...a strategic game of space combat, alliances, manufacturing, competition, and expansion." This part is true. The brochure goes on to say that: "...you are performing a lot of actions from the first turn. There are practically no limitations on what you can do..." It is obvious that their idea of "a lot of actions" is radically different from my idea of "a lot of actions."

Remember when you were in high school and at the end of the year they would give you tests to discover whether or not you still had functioning brain cells, and you answered the test by filling in tiny circles on little cards with a number 2 pencil, and they were constantly fussing at you to stay inside the circles, number 2 only, don't bend, fold, spindle mutilate? And once you got out of school you thought you would never have to look at another one of those little buggers again? Well, in Starbase, you input your orders on those little buggers. You can only get four orders on each card, and you can only submit five cards (or 25 orders-whichever comes first) without getting charged extra. I don't call that a lot of orders. And, there's absolutely no role-playing involved in this game.

The rule book is a dandy, with a detailed Table of Contents that grants ready access to whatever you are looking for. Without being too wordy, it gives the rookie just about everything he needs to

know.

Basically, you start the game with three small fleets, with the main job of these fleets being to mine sectors to obtain Production Units. These Units are used to build your fleets. This game has the largest and most detailed variety of Ship Classes I have ever found in a game. There are thirteen classes of ships and these can come in different sizes. Each make and model has different offensive and defensive points, weapons, movement, etc. You have a choice between military ships (interceptors, cruisers, destroyers, etc.) and ships that do everything else, i.e. tankers, freighters, flag ships. The rulebook does a very good job of explaining the pros and cons involved in the building and use of each type of ship. One of the toughest things about the first turns was deciding how best to use my sparse Production Units to obtain a balance between production and defense.

I finally made up my mind as to production and scouting and sent my first turn off. It was promptly processed and returned to me (which counts for a lot with me). I was a little surprised to see at the top of my printout that I had an ID number, a Player number and an Account number, and can only wonder at the necessity for all that.

First on my Turn 1 printout was listed the orders that I had input on the dastardly little cards, then all the transfers that had taken place. Action takes place in a sequence of eleven rounds, with each round having separate sections for Movement, Scanning and Combat, and Mining. All the sectors on the map are rated on a scale of 1 to 3, with a 3 being the best mining production. Once you find these sectors, then you set up mining operations. Your production can be enhanced by the number of alliances you have. There are five Alliance levels in the game, and the higher the level, the better your production. Players can increase or decrease Alliance levels with other players by one point per

turn. If I have a Level 5 alliance with another player, then I get a 10% increase in mining for all my fleets. As you can imagine, this means everyone in the game suddenly wants to be your friend. I had two players send me notes saying they were putting me on their alliance list, and I had not talked to them, and they didn't know my name--just my player number. One player wouldn't even give his name.

I started running into players on the first turn, and by Turn 6 had written to or heard from eight players. With up to 100 players in the open ended game, the Universe was a little too crowded for my taste.

I spent the next four turns doing what I had on the first turn, mining and building and exploring. There are 96 orders available: the first 38 orders involve combat (who to attack, who not to attack and with what, whether or not to pursue, etc.). The next ten orders involve transfers and I don't believe I've ever seen so many transfer orders in my life. I only used one of them. The remaining 13 orders involve everything else like manufacturing, controlling sectors, and increasing and decreasing alliances. The order syntax is very easy to comprehend and apply.

Maybe it was too easy because by Turn number 4, I caught myself dozing off while reading my printout. By this time I was so sick of the turn cards that I tried to bribe my kids into filling them out for me, but they refused. They said they would rather have root canal work done. The rulebook states, "We use the computer turn card method because we have found it to be the best for the players." What a hoot! What they mean to say is that it is best for them because they don't have the extra work of entering orders. They claim: "...you are guaranteed not to have an employee type in your orders incorrectly." Well, personally, I would rather take my chances with their employee than have to



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STARBASE SAMPLE TURNSHEET

ROUND 1

MOVEMENT SECTION

FLT #	FROM FUEL SEC. USE	FUEL LEFT	MVE TO DIR SEC.	PRODUC. IN SEC.
13	1508 WAITING IN THIS SECTOR			0
16	1508 WAITING IN THIS SECTOR			0

FLT #	FROM FUEL SEC. USE	FUEL LEFT	MVE TO DIR SEC.	PRODUC. IN SEC.
15	1408 11	756	1	1508 0

SCANNING AND COMBAT SECTION

BATTLE ALERT.... BATTLE ALERT.... ALL HANDS REPORT TO BATTLE STATIONS, AND PREPARE FOR BATTLE. Our fleet number 13 is being attacked by player # 124 fleet # 11. This attack is considered to be MAJOR combat. For this round of combat, our defensive capabilities are operating at 102%. The breakdown of our defensive capabilities are as follows. Cloaking bonus is 2%, and our Alliance bonus is 0%. During this round of battle our fleet has sustained a total of 7047 points of damage which penetrated our defenses and hit our ships. The following is our new listing for the damage in this fleet.

ITEM CODE	QUANT LVL 0	QUANT LVL 1	QUANT LVL 2	QUANT LVL 3	QUANT LVL 4	QUANT LVL 5	QUANT DEST.
[30]	0	0	0	0	0	3	0
[65]	0	1	0	0	0	0	0
[24]	0	0	0	0	0	1	3

ITEM CODE	QUANT LVL 0	QUANT LVL 1	QUANT LVL 2	QUANT LVL 3	QUANT LVL 4	QUANT LVL 5	QUANT DEST.
[85]	0	0	0	0	0	0	1
[50]	0	1	0	0	0	0	0
[40]	0	0	0	0	1	1	0

Our fleet number 13 is continuing the combat from the previous round.

player # 124 fleet # 11 Our total offense for this round of combat equals

114% The bonuses are as follows. Total COMBINED weapons bonus (for all fleets) equals 0% Our Alliance bonus equals

0% Our Flag Ship bonus equals 0% And our Cloaking bonus equals

14% The COMBINED total damage (for all fleets) that was inflicted on the opponents (above their shields) equals 7 The following

statistics apply to the player that we are in combat with.

The total metric tons for this fleet equals 49700 and the percentage of military ships equals 46.% This is all of the information that we can receive with the amount of Spy Ships that we have.

BATTLE ALERT.... BATTLE ALERT.... ALL HANDS REPORT TO BATTLE STATIONS, AND PREPARE FOR BATTLE. Our fleet number 15 is not being attacked by any fleet.

Our fleet number 15 is attacking our target (or from the attack list), which is

player # 124 fleet # 11 Our total offense for this round of combat equals

114% The bonuses are as follows. Total COMBINED weapons bonus (for all fleets) equals 0% Our Alliance bonus equals

0% Our Flag Ship bonus equals 0% And our Cloaking bonus equals

14% The COMBINED total damage (for all fleets) that was inflicted on the opponents (above their shields) equals 7 The following

statistics apply to the player that we are in combat with.

The total metric tons for this fleet equals 49700 and the percentage of military ships equals 46.% This is all of the information that we can receive with the amount of Spy Ships that we have.

BATTLE ALERT.... BATTLE ALERT.... ALL HANDS REPORT TO BATTLE STATIONS, AND PREPARE FOR BATTLE. Our fleet number 16 is being attacked by player # 124 fleet # 21. This attack is considered to be MINOR combat. For this round of combat, our defensive capabilities are operating at 100%. The breakdown of our defensive capabilities are as follows. Cloaking bonus is 0%, and our Alliance bonus is 0%. During this round of battle our fleet sustained no damage. The following is the new listing for the damage in this fleet.

ITEM CODE	QUANT LVL 0	QUANT LVL 1	QUANT LVL 2	QUANT LVL 3	QUANT LVL 4	QUANT LVL 5	QUANT DEST.
[40]	1	0	0	0	0	0	0
[30]	1	0	0	0	0	0	0

Our fleet number 16 is continuing the combat from the previous round.

player # 124 fleet # 21 Our total offense for this round of combat equals

594% The bonuses are as follows. Total COMBINED weapons bonus (for all fleets) equals 494% Our Alliance bonus equals

0% Our Flag Ship bonus equals 0% And our Cloaking bonus equals

0% The COMBINED total damage (for all fleets) that was inflicted on the opponents (above their shields) equals 3574 The following

statistics apply to the player that we are in combat with.

The total metric tons for this fleet equals 100 and the percentage of military ships equals 100.% Because of the amount of Spy Ships in this fleet, we have also received the following full scan of the opponent.

ITEM CODE	QUANT LVL 0	QUANT LVL 1	QUANT LVL 2	QUANT LVL 3	QUANT LVL 4	QUANT LVL 5	QUANT DEST.
[24]	0	0	0	0	0	0	1

0END

[95] PRODUC. UNITS = 0, AND [96] FUEL UNITS = 109.

could have recovered a total of 4 Production Units from the destruction of some (or all) of the opponents ships. But because we did not have enough cargo space to carry any Production Units, all of these Production Units will have to be left in the sector.

REPAIR

ITEM CODE	QUANT LVL 0	QUANT LVL 1	QUANT LVL 2	QUANT LVL 3	QUANT LVL 4	QUANT LVL 5
[30]	0	0	0	0	0	3
[24]	0	0	0	0	0	1

ITEM CODE	QUANT LVL 0	QUANT LVL 1	QUANT LVL 2	QUANT LVL 3	QUANT LVL 4	QUANT LVL 5
[65]	0	1	0	0	0	0
[40]	0	0	0	0	1	1

ITEM CODE	QUANT LVL 0	QUANT LVL 1	QUANT LVL 2	QUANT LVL 3	QUANT LVL 4	QUANT LVL 5
[50]	0	1	0	0	0	0

Fleet number 13 has changed it's fleet speed from an 8 to a speed of 8 . Also note that this fleet has changed it's fuel use from 42 units of fuel, to 31 units of fuel per round.

fill out those cards.

By turn 5, I could see absolutely no reason to stay in the game; except maybe masochism. Five bucks a pop is a lot to pay just to scan a couple of fleets, mine a few production units and build a ship or two. I did want to try out the combat before I left just in case it proved to be worth staying in the game for. I looked around for a victim and quickly found one. A player whose base was a couple of sectors away from mine, had refused to answer my diplomatic messages. Kiss of death, as far as I'm concerned. There's no excuse for rudeness.

Turn 5 saw me putting this player on my attack list and putting nearly every military ship I owned (which didn't amount to many) on several fleets headed right for him. On Turn 6 I received battle results. With this article is a copy of the Round 1 results; Rounds 2, 3 and 4 say the same thing except the numbers change. Exciting, huh? My reaction to the battle report was: Cut to the chase! What's the bottom line here? I don't want to read through five pages of numbers just to get how much damage was ultimately done on each side.

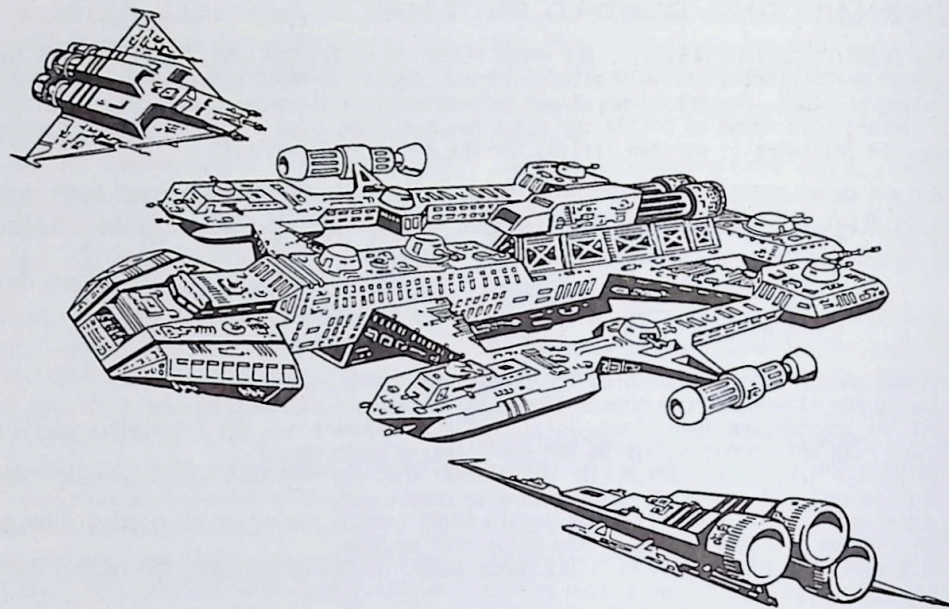
You cannot capture an opponent's ships; all you can do is recover some Production Units that he might have had. If you don't have Freighters in your battle fleets, you won't get those. Not much battle incentive there.

I realize this article is short, but there's not a lot to say about this game, since this game didn't appeal to me. The turns are very overpriced for the

amount of action involved. I could understand paying that price if there were role-playing or GM moderation involved, which isn't the case here. I could also understand that price if later in the game (much later) I had built up many fleets, but I don't think it is worth spending all that money

to get in the position. Besides, I have a low threshold for boredom.

If you want to get your own opinion on Starbase, then write to: Quest Games, Inc., P.O. Box 707, Clementon, NJ 08021.



POWERSTAR

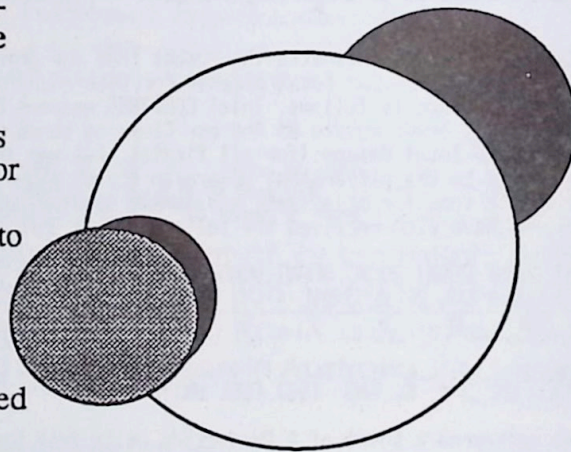
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ALLIGATOR GAMES

Our first Gameline, last issue, announced the Alligator Boogie pre-test rulebook. The game plan has been, first, to find out if the basic novelty was pleasing to enough players. We take to heart Mark E. Minch's PBM Forum piece in the same issue, in which he cautioned that you can't take too seriously the opinions of game designer's friends, but the response was very nice from some players. Yet, our presentation merited severe, and deserved, criticism from some! We loved the raves, but fully understand our debt to the hard noses, who risk being blat upon for their straight-forwardness, even when it is accompanied by good wishes. Thanks a lot, Phil Chenevert and Chris Benson!

This whole procedure has become quite a burden for some friends. Bless them if they stick with Alligator Boogie all the way. First was a narrative account of the basic idea, then an expansion to cover more of an entire game design, then some alterations to that, then two-thirds of a real rulebook (a real re-write, with addition of integrated design features), followed up by an update, then/now (9/5/90) a 95% complete rulebook complete with Table of Contents and an Index (very much a re-write) and 99% complete design, all

together at a cost of almost eight bucks for presentation to each player that has gotten all versions!

Some responders to the ad and Gameline have received just two-thirds version, some are being mailed the 99% version tomorrow morning (which the early birds will get, too). By the time they get through with THEIR input, there will likely be another extensive re-write. Since Paper Mayhem comes out quite shortly before the deadline for the next issue, there has been no time yet for the first round of their responses, and anyone who responds this issue will get a completed design rulebook, and entry into the third to sixth pre-test game of seven to eight players. Games of this size should be big enough, and yet small enough to end fairly quickly.

Every game will have an "all" new and different setup of valleys, resources, and initial options. This will help us discover the must enjoyable game for you, so we hope that at least six pre-test games will form. Remember, that's \$2.00 for the pre-test rulebook, setup entry fee, and final rulebook. Pre-test players (testing the game, not the program) will play at just \$2.00 per turn. Turn fees in regular games will end up being 3.00 to 3.50.

The programs to create ABSO-EQUAL and all-new starting positions for Alligator Boogie have



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* **NO TURN FEES** are paid since each player mails his monthly turns directly to all other players in the game. Inherent in the game is a unique self-policing system which provides for elected positions and enables the players themselves to perform the tasks normally handled by a moderator.

* **16 PLAYERS PER GAME** are assembled by us for each game. You will be provided with start-up instructions, the names, addresses, and Regions of the players in your game.

* **A 100 PAGE RULE BOOK** filled with thoroughly play-tested rules, examples of play, charts, visual aids, and two 22"x 28" geomorphic SOVEREIGNTY maps of the Eastern and Western hemispheres will be mailed to you.

* **SOVEREIGNTY** is the product of 7 years of research, writing, and play-testing which has produced an affordable, richly detailed, playable and challenging gaming experience for the player interested in all aspects of contemporary international relations. The game, maps, start-up instructions, and placement are now available for \$28.00. If you wish for more information on how to become involved in a game as riveting as today's headlines, write to:

SILVIUS and BERCHTOLD, 111 OLD DERRY RD., LONDONDERRY, NH 03053.

already been programmed, run, and tested thoroughly. With 30 minutes alteration-at most-they could run ABSO-EQUAL setups for Plasm Spasm, our next game, and even for Starweb or Death & Sorrow, should we want to! And we can easily tailor the setups to either inflict almost immediate contact and combat, slowly developing starts, or anywhere in between. **LET US KNOW WHICH YOU PREFER.**

The player accounting file has been setup. All necessary files and input screens to begin the programming have been created. They are easy to accommodate to detail changes, and have been created in a fashion to absolutely minimize programming (think: automatic sorting order for easiest processing). Remember the key phrase here: filePro 16 +.

Remember, we're yours in Grokking and Ferocity, and Thanking, too!

Oren C. Webster
Alligator Games
Box 40311 Nashville TN 37204

ARK ROYAL GAMES

We are working on an upgrade of the MacIntosh version of SAGA, and will finish it in early September. An Amiga version of SAGA is also in the works, and could be ready by the end of

September.

If a character does exceptionally well in a game, he may be admitted into Valhalla. In Norse legends, Valhalla is the Great Hall of Odin, which only the bravest of the brave may enter. To enter Valhalla, a character must either be the winning King, or capture 20% of the victory points in a game.

When you enter Valhalla, you will join such legendary figures as King Arthur. These legendary figures, and characters who have won their way into Valhalla by their performance in a previous game, often visit the game-worlds of Adventurer-Kings! Each alignment from Good to Evil will be visited once every five game-turns (if there are more than one players to be visited in an alignment, the choice will be made randomly.) When you get a visitor from Valhalla, you may plot his Actions for that turn.

If you go to Valhalla, you can take your magic items with you. You may also write up a description of what your character will say when he visits a King, including the character's history, friendly advice, bragging, and so on.

BLUE PANTHER ENTERPRISES

The Boys of Summer

All the playtest slots have been filled. Many thanks to those who helped to make the BOS playtest such a pleasure. Your input was and con-

tinues to add to the game. After an initial rough start (due to the marriage and relocation of the GMs) BOS #1 got under way in August.

As you read this - 1/91 - the first regular game will be ready for release. To get the ball rolling we are offering the following deal to the first twenty-six would-be baseball managers that sign up - \$10 for a Complete Startup - including your team setup, typeset rulebook, and the first four turns! That's an extra turn over the normal startup cost!

The Boys of Summer is the baseball PBM where you assume the role of a general manager (or GM) of a big league baseball, getting to build, sign, trade and release as you see fit. Play begins as each GM selects a batting order and pitching staff. GMs then sign farm prospects and trade players trying to assemble a winning lineup. They must weather rookie mistakes, aging stars, debilitating injuries, as well as keep an eye on the books. The GM who manages his team to the most victories over a period of seasons wins the game.

What do you get by playing BOS? You get the chance to manage your big league team to its dynasty over 25 other savvy, (but not quite as savvy as yourself) baseball managers. Each of your orders is entered and checked TWICE for accuracy - reducing entry errors and increasing your enjoyment of the game. The results of EACH of your orders are reported on the turnsheet - showing just what happened - no more wondering whether you forgot to make the key trade. You can use your

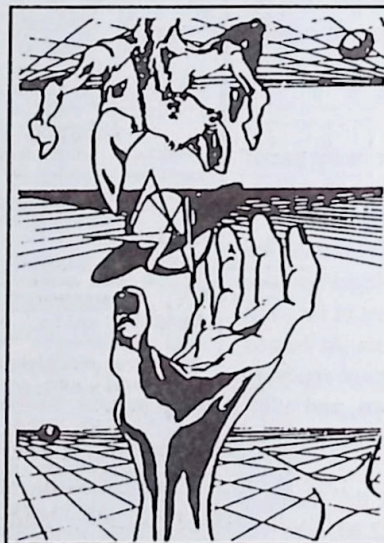
A NATIONAL WILL



"A National Will" is a computer moderated play-by-mail game where each player runs an economy of a country. Players make decisions on production, labor allocation, revenue, trade, ect. The strength of a country's military depends on the vitality of its economy.

To order the rule book and take your first turn, please send \$6.50 or \$3.00 for the book only with your name and address to

GRAND ALLIANCE



"Grand Alliance" is a fully computer moderated play-by-mail game which involves the battle of survival between human and alien races. Players represent either a member of the human race or of the alien race with the universe as a setting. The game is played on a map of three parallel levels where each level is composed of 240 planetary systems. Each player must solve military and political problems within their own camp before war can be waged effectively against the opposing race. Each side is faced with the same situations and problems to overcome.

To order the rule book and take your first turn, please send \$5.00 or \$2.00 for book only with your name and address to

Simcoarum Systems
P.O. Box 520861 • Salt Lake City, Utah 84152

Turn fees are \$3.50

Turn fees are \$3.00

scouts to get the complete, detailed and accurate information on other teams you need to make crucial decisions. Accurate information on every member of every team in the league appears on your printout every turn! If you like to plan ahead - the turnsheet will allow you to plot out your team's future seasons in advance. Every turn you get a complete rundown on all of last season's trades and transactions. Use it to your advantage - or manage your team from the hip. The choice is yours.

Empires For Rent

EFR is going continental. Mr. Stefan Enghart of Ingolstadt, Germany has been awarded the European license for the game! A German version of EFR is expected to be starting very early in 1991. European readers for more information please direct your inquiries to Mr. Stefan Enghart, Bahnhofstr 6 & 1/2, 8070 Ingolstadt, GERMANY.

Several improvements have been made to EFR - which is currently in version 1.22. Extraneous rules have been dropped - the order entry sheet has been redesigned in a more logical fashion and is now laser-printed. It still maintains the "fill-in-the-blanks" format. Free rules updates are available to all current players. The gamemaster programs have been streamlined and the order entry system now accepts double-entry and double-checking to reduce errors, increasing your enjoyment of the game. Players should spend time planning, playing, and enjoying, not tracking down mistakes. The rest of the printout has been reworked to present key information in an easier, more direct format, and soon all the turnsheets will be laser-printed.

The Final Campaign

All new scenario work on this game is expected to commence in the first quarter of 1991. Plans for the 8 player version were pushed back in favor of upgrading the printout and order-entry systems to provide fewer errors and hence a more enjoyable game.

Kill Ted!

Is a card game of senseless violence for senseless people. KT! can provide great entertainment between your more serious games. Over 70 people signed up for their chance to Kill Ted! at Atlanticon last summer. There are still a few copies left - send \$10 for your copy today or write for your FREE INTRODUCTORY RULES!

The BPE Games List

Response to our selection of used games, magazine and RPG supplements has been very good. The list is down to about 30 items, mostly mags and roleplaying. Send as SASE for a complete list. BPE's PBM customers get a 20% discount on all purchases from this list.

Out Of Print PBM Rulebooks

Is there an out-of-print play by mail game rulebook that you're looking for? BPE is looking to send or trade copies of out of print PBM rulebooks. Let us know what you're looking for or what you want to dust off and get out of the house. We'll pay your postage for certain hard-to-find items. Write for complete details.

For FREE INTRODUCTORY RULES TO ALL BPE's GAMES WRITE TO THE ADDRESS BELOW OR CALL...

Blue Panther Enterprises
P.O. Box 080003
Staten Island, NY 10308-0009

Phone 718-966-7180 between 6 & 10 PM. If you get the answering machine be sure to leave your name and address so we can ship out your FREE INTRO RULES right away.

C² SIMULATIONS

NEW ORDER and SPACE 101 have now been licensed to the Netherland's company, PBM Express (Paul Hartmann). PBM Express can offer New Order to all of Europe except for the UK, Austria, Switzerland, and Germany, and can offer Space 101 to all of Europe except the UK. The rights to Space 101 and New Order in Australia have been transferred to Dynamic Games (Peter Read) from PBM Magic (Andrew Osborne).

Programming on our new SF economic game, AAO (Against All Odds), is going well. The playtest games should begin by mid to late October. AAO features true simultaneous turn processing, and diplomacy and politics will be critical. Playtest positions may still be available, please write for further information.

SPECIAL OFFER: From now until the end of 1990, we are having a special offer on NEW ORDER and SPACE 101 rulebooks. You can order a NEW ORDER rulebook for just \$2.50 (regular price \$5.00), and a SPACE 101 rulebook for just

ANDON GAMES

FACE THE CHALLENGE



How does this sound?

FREE RULES

FREE rules are available to all our games. We believe that you should see the quality of our products before sending any money.

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We offer 2 or 3 week deadlines, FAX service, our own BBS, phone-in service, and of course standard mail service.

With a complete range of services like these there is never a hassle with your turn.

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Supremacy lets you test your tactical and strategic skills on the global battlefield. You make the decisions that will guide your superpower to world Supremacy. Build armies, buy grain, launch Nukes, deploy Laser Stars.
NEW FOR 89-90

.....and this?

KINGS & THINGS* WINNER BEST PBM ORIGINS 1989!

Don't let life in Kadab pass you by! The Network is saving a position as a Minor Noble just for you. There are wondrous magic items and many THINGS waiting to help you in your quest to become a Major Minor Noble and then King!

Sounds great, doesn't it!

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Andon Games has been offering top quality PBM since 1985. We guarantee our service 100%. We offer Laser printed turns, and custom fill in the blank turnsheets. A free newsletter is sent to every player once a month. We are always ranked at the top in PBM ratings, and with good reason. We are what a Play-By-Mail company should be! Don't wait, join the Andon Games PBM family today!

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\$1.00 (regular price \$3.50). To qualify for the special price please mention Paper Mayhem when you order. Also, please do not ask to join a game before reading a rulebook.

C² Simulations
16081 Sherlock Lane, Dept. PM
Huntington Beach, CA 92649

COSMOS CREATIONS CO.

The first game of Starmagic is just about out of new positions for new players. With this in mind game 2 is just around the corner. If you are interested in the starting the second game from the first turn, please write and ask for more information about the second game.

Cosmos Creations will soon be offering two new options for players to input their orders for each turn. First players will be able to directly input their orders for each turn via modem. The second option will be for players to input their orders onto an IBM/compatible diskette and mail in the diskette which will be directly inputted for each turn.

If you are looking for a flexible and well seasoned game Starmagic is for you. Starmagic has been running for over five years in Australia and has been a great success. If you want to be one of the first new players in North America sign up today. If you would like more information or a sample turn 0 printout write and ask for one.

Cosmos Creations Co. is dedicated to giving it's players complete satisfaction and help with any questions players may have.

Cosmos Creations Co.
PO Box 2101
Iowa City, IA 52244

EARNSHAW ENTERPRISES

We have been quite busy for the last couple of months here at Earnshaw Enterprises! We have been working hard to get **Manifest Destiny** fine-tuned, and we have started design efforts on two other games. We keep busy, but we're never too busy to answer a player's question: service is our Number 1 priority.

By the time you read this, the **Manifest Destiny** playtest should be underway, but we may need a few more playtesters. If you are interested in playtesting this medieval wargame, please let us know! (The playtest version of the rules will cost \$3.00, and turns will be \$1.00 each). All playtesters will receive a free copy of the commercial rulebook and one free set up with three free turns in a commercial game.

We are also in the process of upgrading **Outer Reaches**. We're adding new ship types and weapon systems, revising the point scales, changing the endgame, adding depth to the colonization process, and overhauling the combat systems. If you

have any suggestions for improvements to the game, please let us know! (We will be surveying our current players in a few months for their reactions to proposed changes in the game.) The current version of **Outer Reaches** will be in use until March 1, 1991 at the very least. The new rules will only apply for new games; games in progress will continue under the current system.

An **Outer Reaches** set up package is available for \$10.00 that includes the rules, game set up, and the first two turns. Turns 3-10 are \$4.00 each, turns 11-20 are \$4.50 each, and turns 21-on are \$5.00 each. The rules alone are \$5.00, and game set up and first two turns (without the rules) are \$7.50. We are now taking sign ups for both Fast (14 day deadlines) and Slow (21 day deadlines) games.

To play **Conquest**, there is a \$4.00 one-time set up fee (add \$2.00 for the rules) This fee gets you the set up and first turn in as many games of **Conquest** as you wish to enter, simultaneous or consecutive. Turns are \$3.00 each.

Earnshaw Enterprises
Post Office Box 2198
Provo, UT 84603-2198
(801) 374-9358



THE DAY AFTER

"The Ultimate Survival" ©

Colonel! I'm tracking multiple incoming targets. . . point of origin: the USSR!" "@\$#! This is it, son! You know what to do!" "Yes, sir! . . . primary defense systems have been deployed. They're on — WHAT!? They're off the scope! Systems are down!" "The SDI's boy! Give 'em everything we've got!" "No good, sir! Systems are completely DEAD! . . . here they come."

On July 19 2014 at 4:17 a.m. the U.S.A. launched the first wave of its counterstrike. Within 47 minutes civilization as we knew it was obliterated. Only a few survived. Those in power escaped to off-world colonies before the holocaust. . . and then there's YOU!!!

As leader of a small group of five, you must provide them with the equipment and weapons needed to survive. Everyone in your group has \$100, a heavy weapon, a light weapon and one hand weapon (chosen by you). Whether you will survive by salvaging and selling equipment you find or by simply TAKING from others is up to you. If one of your people is killed, his possessions will be transferred to a new man (which we will provide). If your entire group is killed, your possessions will be given to the enemy.

Ask about the following games:

War Lords
Star Trader
Conquest & Crusades

Set-Up Costs: \$10.00

(Setup, Rules, 4 turn credits).
Rules - \$5.00, Turns - \$2.00

WRITE TO: Steve Sparks
808 Stratton Street, Deltona, Florida 32725

ECKERT GAMING GROUP

DEATH & SORROW continues to grow. We expect to start our sixteenth game by now, with three finished already in September and a couple near completion. Our experience has been that the game takes about fifteen to twenty turns to finish. We will be compiling our ratings by next issue and have them available for all D&S players or interested PBM players.

The bad news is a price increase. It's not large, not for any current games and you've got until January 1, 1991 to avoid it. In addition to any possible postage increase, this represents our prior underestimation of the processing time to run the turns. We're careful, but that care takes time. For all D&S requests postmarked after 1/1/91 the turn-fee will be \$2.50 until turn ten when it will increase to \$3.00. The three turns and rules with your \$5.00 set-up will be the same. There are no increases after turn ten, and no hidden charges of any kind. If you sign up before the first of the year, your fees are locked in at \$2.00/\$2.50 for the entire game. Remember, we also have three-week games in addition to our two week games.

See the PBM Activity Corner for the winners of Games 1, 2 and 5.

Eckert Gaming Group
P.O. Box 16384
Rochester, NY 14616

ENTERTAINMENT PLUS

The second guild hall is in full operation, and the capability for group combat has been added to AG. Now your adventurer will be able to travel between guild halls, training for a while in Antar, and then perhaps checking out the action at the other guild hall in the city of Barstow. With group combat possible, you and one or more adventurers might dare to challenge one of the instructors, or perhaps as an experienced fighter you'd like to take on two (or more) of the novice adventurers.

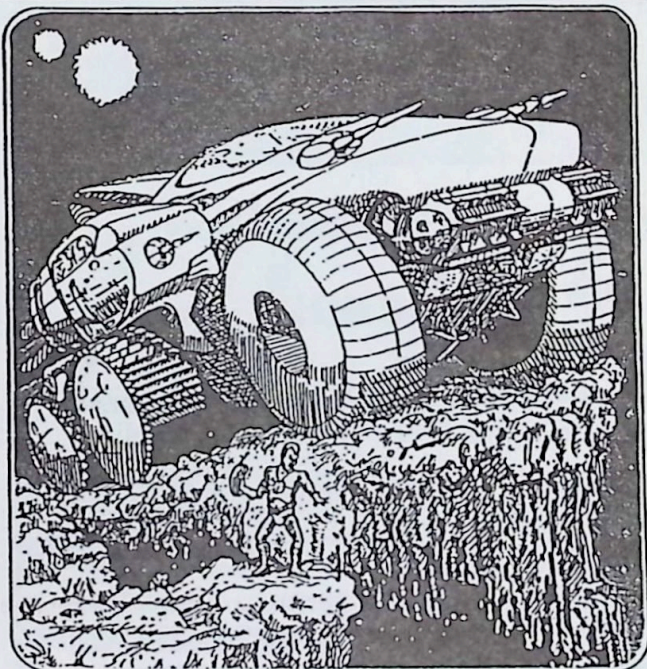
You'll find the group combat action to be very detailed-in fact you can use miniatures on a grid sheet to re-create the fight if you wish. You control whether you start in the front or back row. You control whether your adventurer will move in to engage the opponent(s) right away, or maybe throw a spell or two first. The position of all fighters (even unconscious bodies) are kept track of, so that mass melee is possible with all those realistic touches like line-of-sight checking, allies blocking your move or attack, surrounding your opponent(s), and striking from the side or rear.

Think you might be interested in such a gladiator-style game with a heavy emphasis on character development? And we're not talking about merely developing the toughest warrior so that you can claim you're the most powerful in the guild. Entertainment Plus has big plans for the

game of Adventurer's Guild. As a member of the guild you will acquire the training necessary to venture out into the exciting and dangerous world surrounding the guild halls. In addition to receiving a sound training in the combat arts, you'll be able to learn such skills as lock-picking, bandaging wounds, even language skills. There's a whole lot more to adventuring than combat, and when the adventuring capability is through development you'll be able to test just how well you've prepared.

That's not to say Adventurer's Guild is for the squeamish. A major portion of each adventurer's time goes towards improving his or her offensive and defensive abilities. This training occurs under the tutelage of skilled instructors, all in preparation for the battles held every week (a game turn). Every turn you'll face seven others in a round robin tournament, along with an optional challenge fight. That's seven or eight fights for a cost of \$9.50 (less any discounts you earn for good performance). With the experience you gain from your fights you'll be able to increase your characteristics and/or your skill with any of the many weapons and combat tactics available.

Sound fun? Write for a free rulebook (over 25 pages, with illustrations) today. Also be sure to see



GALACTIC PRISONERS

2440 AD - When expanding into the unknown regions of space, humans encountered a vastly superior civilization, the Nibor. Because of the highly aggressive nature of humans, peace with the Nibor was not possible. The Nibor were forced to destroy all humans except for a very few. These remaining humans have been placed on a portion of a large planet. You are one of those select, remaining humans. You will be studied by your Nibor observers.

Because of your unique personality, intelligence and leadership, the Nibor have selected you as the captain of an All Terrain Vehicle (ATV). You have been given a crew of 100 humans who were your fellow prisoners. It is your responsibility, as the captain, to provide your crew with survival.

Galactic Prisoners is a unique, realistic and exciting, computer-moderated, open-ended, futuristic game. There are numerous avenues of play. Some of you will build walled forts to defend yourselves. Some will build a vast labyrinth of tunnels below the planetary surface. Some will establish colonies to increase production and income. Some will form corporations in the player-controlled stock market. Some will become warriors and take what they want from others by force. Some will do combinations of all of these. Alliances will be formed. Treaties will be made and broken. There will be much to explore and discover. Many different aliens will share this prison with you. Those of you who survive and prosper will do so because of your intelligence and understanding. Luck plays only a small part.

At first glance, Galactic Prisoners appears to be an uncomplicated game. It isn't. It is a game of discovery. As you learn, you will see that Galactic Prisoners is a large, complex game. As you learn, you will progress to more and more complex versions of the game. All turns are processed on the day they are received as long as seven days have elapsed.

To begin, send your check for \$17.00 to Grandel, Inc. to receive the rulebook, setup and 5 turns. Subsequent turns will be \$2.50 each. Discounts can lower the cost to \$2.20 per turn. Combat results are sent to attacked players free of charge. We accept phoned-in turns at no additional charge. Except for two rarely used techniques, there are no additional charges.

Any player who recruits a new player will be given two free turns.

Grandel, Inc., P.O. Box 4386, Wilmington, DE 19807-0386

our section in the PBM Activity Corner to get a glimpse into the recent happenings within the Antar guild.

Entertainment Plus-Adventurer's Guild
P.O. Box 1981
Appleton, WI 54913

GAME SYSTEMS INC.

Effective October 1, 1990, Game Systems is changing its policies on alliance victories in all Earthwood: Original and Earthwood: Sea Kings games. All multi-player games (where all players have joined in groups of two or larger) will be allowed up to five players in a winning alliance. All single-player games (where all players have joined alone) will be allowed up to three players in a winning alliance. This policy change is intended to provide greater freedom of play for new players and greater inter-play for alliance games.

Dawn of the Ancients, GSI's historical/fantasy PBM has been taken off line for revision. As of yet, no information on the revisions is available for release. Any news on the nature of the revisions and any expected re-release dates will be passed on to GSI players and Gameline readers as soon as it's made available.

Playtesting for Middle-earth Play-By-Mail™ continues with both playtest #1 and playtest #2 pro-

ceeding well. According to one of the primary designers, playtester feedback has been both encouraging and invaluable. The current projected release date for Middle-earth Play-By-Mail™ is the first quarter of 1991.

The end of August saw the departure of Games Systems staff member Dennis Edelen. Most notable for his work as the editor of GSI's house publication, Whispers of the Wood, Dennis leaves Games Systems to join the ranks of the wedded and continues working towards a Psychology Degree at Florida State University.

INNER DIMENSION GAMES

THE WORLD IS NOT WAITING FOR THIS GAME! This stark realization washed over my sexually sated body in cold burning droplets. What could I do? I had already cancelled my subscription to the "Life's a Bitch and Then You Die Gazette". I knew there were some out there who liked it, the playtesters for instance. After all, I'd paid them enough money, THEY'D BETTER LIKE IT!!

Seriously now, we are proud to present the SIRIUS COMMAND game. This is a game that will appeal to all you 'jugglers' out there. We have an ad elsewhere in the mag so I'll spare you the bombastical details here, but to set the scene. Sirius Command opens with 20 players, each controlling one of the major power nations on a present-day

fantasy world. From there its guns vs. butter, high tech vs. low tech, buy vs. build, overt vs. covert, covert vs. friends, spy vs. spy, ally vs. loner, share vs. gobble, (take a breath) sweet talk vs. bully, patriot vs. rebel, reactionary vs. revolutionary, centralized vs. decentralized. . . Did I leave anything out? Don't ask. We are computerized, we correct mistakes (what mistakes!), we will soon be bulletin boardized, and a phone number is forth coming. Please write if you have any questions, and of course to join in the fun.

Kudos to David Webber and crew for this publication and the opportunity for our company (and others) to engage in freetalk.

Inner Dimension Games
51 Henry W. Dubois Drive
New Paltz, NY 12561

MINDGATE

Well, we've pulled it off...switched computers and gone to laser printed turn results! So far, the new Stars of the Dark Well printouts having been getting rave reviews from our player. Many of the reports are now printed on separate pages as well, which makes it much easier to save vital game

MOBIUS-I

SCIENCE-FICTION GAMING AT ITS BEST

WANTED: Interstellar Overlords, Despots & Emperors

If you're one of the above or would like to be, **MOBIUS-I** is the **PLAY-BY-MAIL** game for you. You too can mercilessly pound enemy colonies into rubble while your slaving hoards of planetary attack forces flame in from orbit! Tired of playing against a computer? Well here's your chance, because you'll be playing against up to 11 other players, as flesh and blood as yourself, and just as anxious to get their hands on your empire as you are to get your hands on theirs. Diplomacy, Grand Strategy, Combat,

intrigue, economics, logistics -- **Mobius-I** has it all. And for just three (countem) 3 dollars we'll send you the 68 page extensively exampled rulebook and directions on how to join a game. Send \$7.00 and we'll send you the rules to ALL of our play-by-mail games, including **STARWEB**, **WORLD-WIDE BATTLEPLAN**, **ILLUMINATI (PBM)**, **HEROIC FANTASY** and many more! Mention where you saw this add and we'll include a coupon good for 1/2 off on your setup fee. Ask for our free catalog.

Send to: Flying Buffalo Inc., PO Box 1467 Scottsdale, AZ 85252-1467. If you have Visa or Mastercard you may phone in your order at: (602)-945-6917, or FAX it at: (602)-994-1170. Be sure and include your card's expiration date.

statistics and even to trade them if necessary. A good example of this is the System Passive Scan Report that each starship in the game receives. Many of the reports carry more information than they did before too!

We've also just completed a major rules revision which completely revamped the way that transfers are done. Transferring cargo, vehicles, and personnel in **Stars of the Dark Well** is now accomplished by setting up linkages between positions, so that one position can wait for another to be processed. Doing transfers is now much easier and more coherent. We've upgraded our turn sheets so that filling in the needed info is quicker and easier as well.

It was a busy summer, but well worth the effort. If you haven't tried **Stars of the Dark** yet, there's no time like the present! If you decide to join us in November or December, just mention the **Paper Mayhem November/December Offer** and we'll credit you with a **FREE TURN!** The setup for **Stars of the Dark Well** is \$2.00, which includes the rules, a captain's reference, your starship setup turn, and your first two regular turns. After that, turns are \$4.00 each. We look forward to hearing from you. Good gaming!

Mindgate
P.O. Box 661857
Sacramento, CA 95866-1857

PAPER TIGERS

The Land Of Karrus has just completed its first year. And what a great year! It's been a lot of hard work, but also tremendous fun, running the game and watching it develop. Although the first few months were slow, the last few months have seen an amazing growth in the number of players. In the last two months alone, fifty new gamers have joined the crowd, and there is no sign of a slowdown as I write this!

Every one who participated in the game over the last year helped to make it a success. There are too many people to mention here, but they all deserve thanks. Some worthy of special mention include the following: Ron Chappell, Allen Putney, Calvin N. Hobbes, and GT Verner have been with the game since it started. Richard L. Smith, Frank Pompillio, Gerri Macagnone (whose review appears in this issue of **Paper Mayhem**), and Jeff Morgan have written and published articles and stories about the game. David Kimmel has contributed artwork. Wes Peters continues to provide excellent programming as needed. Additionally, David Webber deserves a public "Thank You" for his courteous and friendly assistance this past year.

The game is still new, and has plenty of room for newcomers. Hurry and join the fun!

Paper Tigers
PO Box 1547
Glendora, CA 91740

SIMCOARUM SYSTEMS

The "Simcoarum BiMonthly", our newsletter, is your key to knowing our products and views of the hobby not seen elsewhere. And it is **FREE, FREE, FREE**. One only needs to write and request a subscription.

Games #15 & #16 of **A NATIONAL WILL** and #6 of **GRAND ALLIANCE** were started since last issue of **Paper Mayhem**. And as natural things go, we are accepting names for #17 for **ANW** and #7 for **GA**.

The draft for **GUNS OF 14**, our WWI European campaign game has been completed and is now being programmed. This game is some time away. You really should subscribe to the BiMonthly to keep abreast of this project.

The playtest games for **FREEDOM** (the hard way) should begin shortly.

Until next issue.

SMOKY MOUNTAIN STRATEGIES

Greetings! Smoky Mountain Strategies is accepting reservations for Game #2, with a three-week turn around, in **Baron, PBM**. Also, there is still plenty of room in Game #1, wherein turns will be much reduced until January 1991. Since it will likely be awhile before Game 2 is filled (there being 200+ positions per game), you might want to check out what is available in the game even now

JOIN NOW
NEW FOR 1990

In the belt there is no law...

BELTER

**Corruption, pollution,
crime, terrorism...**

Earth is a cesspool. You've decided to create your own society, but will it be any better?

As the CEO of a large corporation you've made the decision to establish a colony in the asteroid belt between Mars and Jupiter. You can choose to control vast mining operations, manufacture high-tech products or become the rogue of the belt. The decision is yours, for there is no law except survival of the fittest.

For an unparalleled gaming experience, sign up for **BELTER** and join the thousands of

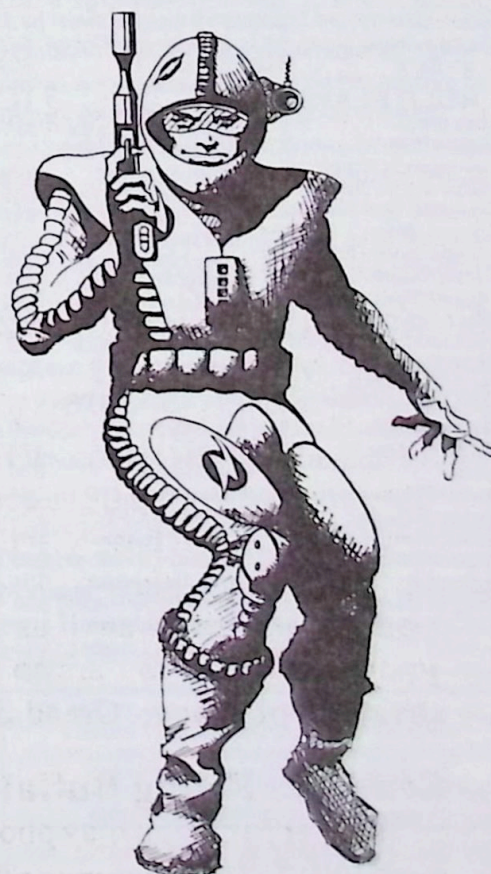
people who currently play P.B.M. games. **BELTER** is a 100% computer moderated game.

**SEND FOR A FREE START-UP
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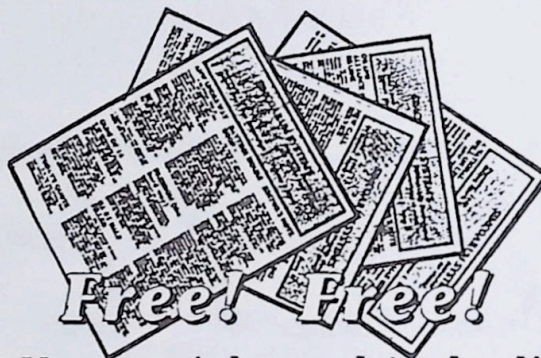
Baron is a military simulation and tactical game which takes as the beginning year A.D. 900. Unit scale is that of company, which may be combined into mixed arms battalions, regiments, and armies. Technology is limited to the medieval: no gunpowder until the 1300's or the arrival of the Khan, whichever comes first. Company-sized military units are built with economic points generated by land areas, cities, and player-established trade routes. There will be 100 to a maximum of 256 players with whom to compete, ally, trade, and conquer. Teams of two to six players may enter together, allowing gaming club rivalries to find expression. Turn-around times of three weeks will encourage our Canadian and APO players to compete on an equal footing, being able to count on their turn's arrival in plenty of time, rather than worrying about postal delays. To aid in keeping up the action in between the strategic turns, tactical battles and tourneys are run relatively independent of the turn around deadlines.

We begin within a simulation of History prior to the Norman invasion of England, (give or take a few decades), but from Winter's Solstice, A.D. 900 on, the course of history changes with the strategems of the players. Perhaps the naval rules will allow our King of Saxon England to fend off the troop-laden fleet of the Normans, or perhaps the Normans will covet Cordoba rather than Lon-

don. Simultaneously, perhaps, the uneasy Byzantines will merely garrison their northwestern frontier and strike south into the hills of the Levant, and the jewel of Jerusalem. What if the Prince of Novgorod, of the Kievan Russians, should decide to march on the West? If the Almovarid and Fatimid Moslems of North Africa become embroiled in war, what opportunities may open for Christendom?

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LEGENDS: THE PLAY'S THE THING

By David Dyche

This is the belated third of a three-part series about the evolutionary new game called LEGENDS—see the end of the article for hard data. If you have not played LEGENDS, you may want to obtain copies of the last three issues of Paper Mayhem for the first two parts of this series and some playtester notes from Bob Bunker.

In the first article the rule books and some limited game play was reviewed. In the second, some setup strategies were explored for the benefit of those who want to join a game. This article will be a catchall review of how the game is shaping up, what works and what doesn't, and a haphazard overview of parts and systems of the game with players tips and some unofficial errata, for what it is worth. Some of my fellow players feel that I am revealing too much and perhaps I am, but LEGENDS is a game fraught with pitfalls brought on by false, though perhaps natural, assumptions made by its players.

MIDNIGHT GAMES SPUTTERS BUT DOES NOT DIE

A long list of maladies had plagued Midnight Games in the last few months, including (but not limited to) repeated printer and other hardware breakdowns aggravated by Medford, Oregon's limited computer support availability (it's just not a big city) and the sudden surge of public interest brought on by advertising and reviews in game publications. Turnaround times have been extended, and errors in the game itself have been fixed as they occur. For all of you out there who are getting frustrated with the company, let me remind you that it took a while to get EPIC in track too, and LEGENDS is a bigger project. I personally have had no problems getting errors fixed and lost resources, if any, replaced. Customer service has always been one big benefit of working with Midnight Games.

THE BEAT GOES ON

The game program itself is about 99% error free. The major problems seen earlier, especially those in production, have been fixed. There are still a few things, especially in the printing of turns, going wrong. For example, it seems that every turn I have at least one of my characters lose his spell list, although he can still cast the spells. The same problem has been seen with battle reports—you know a battle has occurred, but you don't know the details. These errors and others are being fixed even as we speak. I have not yet had a serious problem which was not fixed and compensated for.

Some of the things about the game printed in the earlier articles must be modified, specifically: average turn costs by your average player who does not work toward building an empire may be \$15.00 a month, but with an expansionist strategy and several towns and villages to administer, the larger

\$13.00 per turn sheet is a must, which means you'll average \$26.00 per month, and get back 50-100 pages of printout. Both turn costs and printout size seem to be larger than originally estimated, because the computer stores events and prints them out as you find out about them, so the more moving forces and characters you have, the more events you generate and perceive. The value-for-money relationship is still outstanding in my estimation.

WHEN THE RULES GET TOUGH, THE TOUGH GET RULING

The 200+ pages of rules should tell you everything you need to know, right? Nope, there is a lot they don't tell you. If you read diligently and follow instructions carefully, you will keep glitches to a minimum, but there are many areas of the rules that are not that clear, because of the natural tendency of the writer to not see the forest for the trees, and to gloss over something which "should be obvious." Midnight promises a new and improved set of rules within a year, which will include errata incorporated, and more examples and explanation.

Starting from the beginning Introductory booklet and ending with the Crown of Avalon module booklet I will now attempt to illuminate as much of the rules as I can with corrections, expansions and tips on how to make the game work for you. I may jump around a bit, but will generally proceed onward from start to finish.

INTRODUCTORY BOOKLET

Players main character ID numbers are always in the range 1-200. Players' starting secondary characters are always in the range 201-1000. High-powered NPCs are in the range 1001-1200. Characters with numbers 1201 and up are NPCs with random characteristics and attributes, with no way to tell anything other than that. I have not yet seen any character with an ID# over 5000.

Although a legion may have carrying capacity for exceeding the weight actually carried, the excess weight is distributed EVENLY, which means that if you have soldiers which are within 1 weight unit of being encumbered, and everyone in the legion carries two extra weight units, those encumbered soldiers will slow the entire legion, despite the fact that those guys with daggers and soft leather are skipping along lightly. Until a more sophisticated subroutine is written, watch this carefully, and bring wagons.

Production turns have been erratic in their dependability. Don't stake your position on getting your turn in before the next production, and don't write multiple-dependent orders which utilize materials projected to be produced, or you can cause yourself a lot of grief. For example, you expect to grow at a certain rate and you expect a certain amount of iron to be dropped off by a friend

so you try to produce weapons to train the soldiers using the recruits you expect to have. . . you get the idea. If even one of those conditions is not met, the whole process will fail, at least partially, and you will become frustrated. Better to wait until you have the requisite materials and THEN write the order.

Setting Up: Overlords should try to cover all or nearly all the bases in choosing skills for their characters, ditto with character parties. It may be a while until you are able to learn that skill or spell from someone else. Every character, in my opinion, should start with an arcane rating or have an open slot for one to be taught. Druid and Summoner are two 'musts' for any position, as it allows you to gather special resources and things in excess of normal limits. For a character party it may be the only way to obtain gold, silver, precious gems etc. All main characters should have an arcane rating, preferably at the highest level that can be bought. Getting a spellcaster up to level 20 ASAP is very important if you want to research any good spells, so start him as high as you can.

If an overlord or mercenary takes a large, slow-growing race to start with, better design some way of obtaining a decent amount of the small race population to do your work for you, either by influence or by conquest. Who wants to turn Giants into craftsmen or farmers if you need them for soldiers? Conversely, if you start with small races, and you plan to build an empire large or small, try to find some large-race pop and incorporate it into your main location to provide recruits for soldiers.

I have not yet met a player who has taken a Barbarian culture, for seemingly good reasons. They have disadvantages without too many seeming advantages. They do not conduct diplomacy nor grow as fast as civilized cultures, and their only advantage seems to be a slight military edge which will quickly be overcome by the civilized culture's growth rate. Nomad's disadvantages are overcome by their mobility, both strategic and tactical. Not only can they move a bit faster, but being able to run away with your entire population base can be a lifesaver. Nomads start with herd animals to carry their possessions and provide mounts, so drop any wagons you may have, they just slow you down. Characters who do not want to develop their influence, or who only want to influence other Nomads, would be well advised to consider being a Nomad hero or adventure party. A Nomad Ranger can move very fast.

When you choose your soldiers, make at least one of the choices archers of some type. Putting your archers in a reserve slot on Supporting Missile Fire option is very effective on either defense or offense, and it also keeps lightly armored troops from getting killed while still being able to contribute.

A character's gender plays only a minor role in

diplomacy, no more than race, culture, religion or common skills do. If you have a character based on influence, take a female human with 14 beauty, for 1) humans are the best overall at diplomacy, 2) there are more human characters out there than all other races combined and 3) an opposite-gender character with a few extra points of beauty gets the best bonus to diplomacy, and there are more male NPCs out there than female.

Characteristics have a moderate effect on your characters' abilities. Points should only be put into characteristics for certain purposes. For a combat character they provide an edge beyond the maximum allowable Personal Combat skill. For the Thief, dexterity gives bonuses. However, in general, characteristics are not a good buy. If you want to optimize, get a character race which already has better-than-human attributes—Maratsen are popular as they are the toughest Medium sized characters around.

Choose the Attributes which you need, but not more. If you are going for Influence, don't waste points on Tactics. If you go for Personal Combat, stick to that. If you want to be a general, take Tactics, some Personal Combat and plan on using a bow from the back row.

You can change your character startup on your first turn if you feel it necessary, so don't agonize too much. Also you can use a Special Action to forget a skill, if you really need to. If you desperately want a particular type of weapon (sword, axe

or particularly bow) you'll need to take the skill Swordmaster, Axemaster or Bowmaster to prompt the computer to assign it to you. This is the only sure way to get what you want. If you take one of these skills you might even get a magic or special weapon of that type, at least with your lead character.

TIPS ON SKILLS

Wizards are very useful for the battle-oriented player. The shells of protection can foil many enemy magical attacks, and the Firestorm spell is one of the best straightforward battle spells, especially against those without magical protection. One good firestorm can blast a large village or small town's soldiers into dust if not magically protected. There is also a lot of long-range development potential with some higher-level magical manipulation spells such as Drain or Transfer Mana, or even the amazing Move Location spell.

Sorcerers are particularly useful for a position based on influence, with its spells to raise and lower greed resistance and loyalty. Don't bother trying to affect a starting secondary character of your own or someone else's position. While NPCs have Loyalty ratings in the single or double digits, starting secondary characters' loyalty is often measured in hundreds or even thousands. Sorcerers are also the owners of the only ranged direct magical attack spell, Ego Attack, which could be useful for anonymous strikes.

Illusionists have the Invisibility Self spell, a must for sneaky characters, and lots of good duel and battle spells, as well as the Blend Location spell to hide your own or other locations. Military or stealth-based positions can use Illusionist.

The Necromancer could be quite useful for the military position. Although specifics for undead soldiers are not yet known to most of us, we can assume that they will have increased attack factors, increased magical and special attack protection, and largely increased defense factors. However, with the exception of the nifty Empathic Self Cure, the Necro has few useful duel or battle spells except those against another Necromancer, and so is a rather specialized type.

The Summoner is one of my personal favorites, for the Summoner can do a LOT of things, most of which are useful to a realm position. Practically anything farmers, foresters, miners or laborers can do, the Summoner can do quicker and easier. Need some extra Mithril? Find a mithril province, and no need to go through the laborious and daunting (not to mention risky) process of setting up a mining camp, when you can send the Summoner, a couple of wagons, and -voila- rip it from the ground. Home province not have enough iron for your needs? Teach your Administrator to Summon, and summon the extra. Having a hard winter? Herds starving? Summon some extra food. You get the picture. On top of that, there are all of those elementals, imps, djinn and so forth, and who knows just what they might be able to do? And of course, if you want familiars, you need to take that spell to pass around to your spellcasters. Familiars are recommended for every spellcaster, and if you don't have the spell available, find someone to teach it to you. A familiar, though random in appearance, can give you spells or abilities unobtainable by any other means—special attacks, higher level spells than you may be able to handle, magic resistance and boosted influence with certain character types are some of the possibilities.

The Seer is very useful for those desiring to steal, assassinate or just be cautious. Thus the Scry Force spell could be used on a castle before your General attacks it to see if those soldiers are Level 1 or Level 25. . . Also for alliances, the Seer can Dream every turn to pick up some of the Legends of the world. A Read Character on a monster in a lair will also let you know just what you are up against, assuming you don't trip its attack conditions.

The Warlock is only recommended for a combat-oriented character, for that is what most of the spells are for. Most of the spells are very cheap, so a high rating is not needed—or they are very expensive to be used effectively.

The Enchanter is the character to make you magic items, but he must almost certainly start at maximum rating (31) to be effective. The really useful spells are all very high level, so a head start, a strong guild and some luck are needed to make this character effective. If you take Hero Enchanter, get in the game with someone else with a realm, or take the druid spell Bless and go for Influence,

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to take over a castle or village yourself. You'll need materials to enchant things with, and the mundane items on which to perform lesser enchantments. Enchant Soldiers is also such a useful spell that you might as well have some soldiers to enchant. The Enchanter is also the guy to find out what those items you found in the lair really do.

The Druid is a must for a realm position, or any position which expects to have population. The benign spells of the Druid help populated places tremendously over the long run—Increase Fertility, Bless Animals, and Increase Special Resource particularly. The Barriers of Nature can also be set up to protect key provinces or form a maze which only the caster knows the path through.

Priests have a number of advantages and disadvantages which bear pointing out. You will never have to use precious character actions teaching or learning or researching new spells—you can't! You can spend your days practicing in a church to raise your Priest rating, and the spells will come along naturally. Priests can also Pray in their churches and recover their mana quickly, unlike secular spellcasters. Only priests can raise the dead, and their blessing spells are twice as effective as Druids Bless. Their healing is also more effective, can be used on other characters, and they have access to a Minor Divinity like a Summoner. They can bless soldiers, train Fanatics, and create Sanctuaries. I personally recommend OM as the best priestly religion. Priests of Alvareth are almost as good, but their soldiers blessing is not as good. Priests of Raisnoah do not have the Greater Blessing spell, and priests of Gorgoroth cannot raise the dead, so those seem to lack vital ability. Priests cannot have familiars, however, which is a crying shame.

Bards have four basic uses, which makes Bard/skill quite flexible for a non-arcane skill—and the bard can also have an arcane. Bards can listen for Legends and sing songs, which does two things: in an inn, especially in a big city, one bard's song can bring in several hundred crowns, and you

will obtain a printout of the song telling some Legend of the world (as will anyone else in the inn when you sing it). Bards can also gather special flora where they find it, like Rangers and Druids. Bards may also Bless and Curse, without limits normally imposed by spellpoints, except that the chance of success is based on the Bard rating, as is the potency of the bless or curse. It seems to be about as successful as the reverse of a practice might be, that is, 5% per skill rating with a 95% cap, and provides 2.5% bless or curse per skill point above the target's magical resistance. A Bard could therefore bless several characters in one turn and still retain all mana points, if any, for other spells.

Assassins seem to be of limited usefulness, unless that is all you intend to specialize in. The difficulty of finding and remaining with your target only compounds your risk. A player's minor characters are hardly worth assassinating, yet the major characters are normally tough and/or bodyguarded and Guarded with soldiers. An empire should probably have one waiting in the wings, just developing his skills and waiting out of sight, or have another position's assassin on retainer. But the opportunities for a successful and effective assassination seem few. Still, an optimized assassin can be quite dangerous to the careless or overconfident.

The Spy is useful in two ways. A character must have Spy skill to train Guards, and any realm must have Guards if it expects to stave off thieves, assassins, and other evildoers. A good spy can also find out things just as well as a Seer, and more cheaply.

Stealth enables your covert operators to survive. If you expect to survive your own assassination attempts or thefts, a high Stealth rating will allow you to achieve surprise and get away with your actions. Thieves can be very useful, but only if there is some source of information on the possessions of locations and characters. Scrying or Spying on

locations can show the presence of magic items, which are the most likely targets of theft. Unless you want to just cause mayhem and amass wealth, a thief should be part of a faction or alliance to direct his or her skills toward a goal.

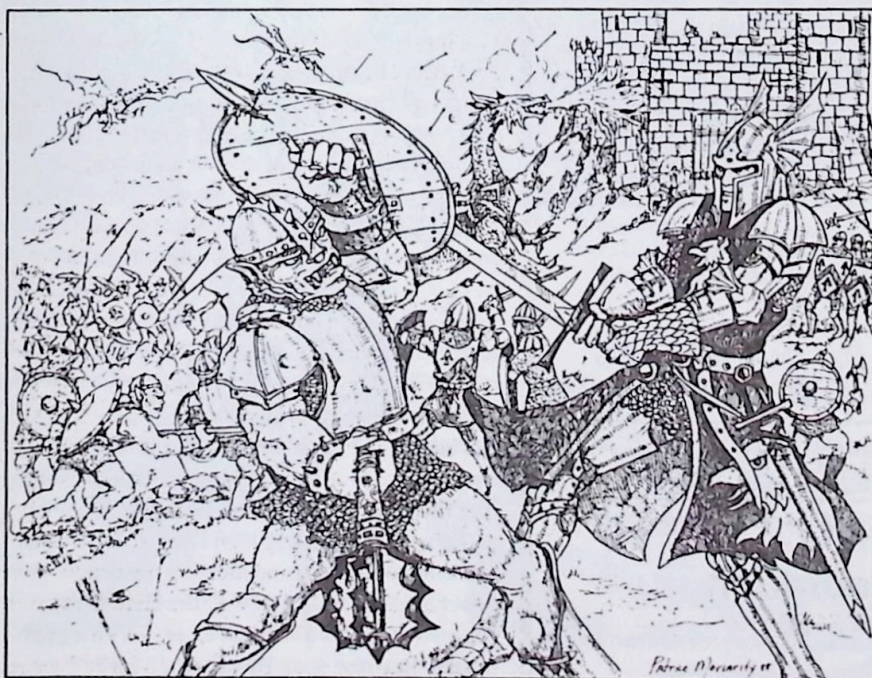
For any position using trade as a road to riches, Merchant skill is essential. It boosts profits on trade runs, which is especially important on the shorter runs.

Rumormonger skill has not as yet proven its usefulness. Causing civilian strife can temporarily lower the productivity of an enemy location, but a high Stealth is needed to get away with that, and I suspect the points could have been better applied elsewhere. The ability to listen for distant rumors may yet prove useful as more events are generated, and the ability to place messages without penalty is nice, but if you take a Rumormonger, don't waste points taking more than a level 1, and work it up from there.

Admin/Engineer is an absolute must for realm positions. Don't give your main character this skill, however, because the Administrator needs to remain immobile to be effective. Take it with a secondary character and get it to 10 as soon as possible so he can build fortifications. The boost to the productivity is also vital, as it affects ALL production—a 10% SEI will give 10% more food, stone, gold, armor, weapons—everything.

Berserker skill is undoubtedly the best combat skill, since it provides the 100% attack bonus to any and all weapons, above and beyond any other combat skill. Berserkers also make very effective soldiers, probably the best single training you can give soldiers for combat. Berserker skill, along with Thief, also give a 10% movement bonus to both soldiers and characters. If you really want to move fast, get Ranger too for overall +30%.

Knight skill is not all that great for characters, because the +50% attack bonus can be obtained with Ranger or +100% with Berserker, and the +3 defense, at least for a character, can be made



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up with magic armor later. Knight is, however, a good skill for soldiers, as they essentially get free armor, which does not weigh anything. Magic armor is hard to make or find in quantity for troops.

Swordmaster, axemaster and bowmaster should only be taken AFTER a character gets Berserker, for they do not provide movement bonuses, and are less flexible than Berserker. Bowmaster may be an exception, if you always put your character in the back and he or she uses a bow.

Ranger is one of the most useful of skills especially if you have 1-action characters. Rangers movement abilities and mapping abilities do not consume character actions, nor do you need to practice it, but it gives +50% attack factor and the ability to gather special flora and train Rangers.

Keep in mind the inclusive, exclusive and synergistic effects of some of these skills. Any of the Arcane users can learn spells from other arcans, but only in your own arcane do you get free points. Thus an Enchanter with the (Wizards) Firestorm spell might be quickly and unintentionally drained of mana by fighting minor or unnecessary battles. We have not yet figured a way to unload a duel spell, though you can reload a different one.

Multiple combat skills can push personal combat ability into the truly heroic realm, but don't take more than two fixed (non-increasable) skills, or you may find yourself regretting your inflexibility. A high Personal Combat, Berserker plus one other combat skill will make you very formidable, the

equal of any twenty average soldiers. Add in an Arcane rating with attendant battle and duel spells, magical enhancement, and Blessing, and attack factors in excess of 1000 are easily achievable within the first few turns of play. However, there is a "mugging" rule which allows sheer numbers to overwhelm a lone character despite the statistics favoring him.

For the character wishing to remain constantly Blessed, a Priest-Bard combination would work fine. Bless yourself with the Priest and keep Blessed with the Bard for free. The combinations are very numerous and cannot be entirely explored in an article like this.

Some NPC characters have only one action point. It is theoretically possible to gain more action points, but it will be a rare and unusual thing, I suspect. Probably some powerful magical items are around which boost action points.

Locations are always owned by a character, be it a position's main character or another one. Therefore if that character is taken away from the position, the location goes with it. However, even though secondary characters and even former NPCs can influence characters into a position, those characters always owe loyalty only to the main character. You don't have to worry about Joe Sidekick taking all of his followers along with him if he goes.

The safest thing to do, therefore, is to have your characters gift any locations they own to your main character. You must get their loyalty boosted first,

however, and I suggest you get the giving character into the force with your main character so that even if he flunks the loyalty check, you can reinfluence him next turn and regain your holding to try again. Once a location has been transferred to the ownership of your main character, it is safe from influence, if not from conquest.

GENERAL RULES

The world is or can be larger than 120x80. I believe that Crown of Avalon is 130 wide, and an undetermined amount deep. The southern border is, of course, all water.

Cleared land is more important than fertility. If you don't have enough cleared land, the fertility will be of little import. If you are near your limit and have more farmer-herders, better train some laborers. Plan ahead for those winter months, too.

Remember that the fertility rating of the province is a multiplier on soft materials and byproducts too. 20 farmers in a fertility 4.0 province will produce 80 food, 80 soft materials or 80 byproducts.

If you plan on using your Summoner to augment your special resource production, beware that there is a 10% chance per summoning that the resource rating in the province will decrease by about 30%. If you find an especially juicy province, make sure your Summoner takes the maximum rating out in any one shot: no reason to risk the loss of rating unless you get maximum benefit from it.

Make sure that, even if you take a Hero position, you have within your setup one of Bard, Druid or Ranger. You will come across rare flora even-

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tually, and if you have no skill to gather it, you will be out of luck. Even if the particular flora is not useful to you, it will be valuable to someone and you can always trade or sell it. Asarum seems to be the most proliferous flora, with large fields in some area. It seems to grow in grasslands. Mandrake grows in forests and swamps, ginger root in the forests, nightshade in the swamps, and silverleaf most commonly in barren mountains. Cinderoak and meldorian grow in the forests.

Plagues are really nasty, and it seems that the heal Character spell, unavailable to religions #3 (Om) and #4 (Gorgoroth), is the only way to cure plagues in characters. Perhaps some enterprising alchemist will come up with a potion, or perhaps the Healing potions to cure plague as well, though it is not mentioned in the rules.

Herd animals are very important for a couple of reasons. They are one of the ways to drastically improve your army without training more soldiers. They will also generally increase the mobility of your armies, and it is usually better to carry your food and goods on the backs of animals than on wagons so your legion is not tied to a wagon's speed. The herd animals are all over at the start, but will eventually be snapped up by enterprising breeders, so get some quick. The mounts are of varying usefulness, but I would recommend Greathorses (medium races mounted on them do not run out of weight capacity as with Horses), Griffons and Greathawks for their movement, and of course, the premium mount, Drakes. The Bless Animals spell is a must for any breeder, and use it exclusively on your best animals. Mounts seem to grow at 25% per production if well fed.

Not much is known as yet about the various monsters. Will'o wisps are pushovers except for their special attack. Cockatrices are not too tough, except for possibly getting turned to stone. Balrogs are VERY tough (attack factors in the thousands, defenses in the 50-150 range), young dragons are middling. The best way for a prudent player to take out a monster is to first, send in a legion of one soldier to scout the thing militarily. Of course, the poor slob is doomed, but that's okay, he will be avenged. You can then find out what slot the monster is occupying, and what magical and special attacks the monster may have, and its combat factors. If it has a tough special attack, and you do not want to take the hits on the characters, put one soldier opposite the monster and one more on each side. These are your throwaways. The monster's magical attack will blast the poor guy to cinders, and its special attack if any will take out one or both of the guys next to him. Then the rest of your soldiers and/or characters can shoot or beat it to death. This presupposes you have enough force to do it in.

There is not any way presently to capture a legion's population. There could be a thousand pop and one soldier guarding it, but the present rules do not allow capture of the people. It would be nice if capture were allowed under certain conditions—the attacking force would have to win overwhelm-

ingly, and have an empty popseg to accept the pop, and would only gain a certain percentage of the pop, but it should be possible.

Starting fortifications are grossly inadequate. Your starting fortifications will give your soldiers in the neighborhood of 5-20% attack factor bonus and 5-15 defense factor boost, along with some morale help. The defense factors are most significant, but at this stage one 31-strength firestorm from a Hero, plus a moderately determined attack from an army, will take most starting locations. This is good news for the aggressors, not so good for the developers. If you are a Realm position, get your walls and fortifications improved as soon as you can. Build soldiers early, as long as you can feed them, and run training camps for your location every turn. Look around before taking out an army to conquer, unless you intend to take big chances. Any characters which you intend to have remain in your location should be assigned to command slots, especially if they have any sort of tactics or personal combat ability. If you have a Hero or Adventurer party ally, get him to your location, swap spells and skills for a few turns and have his characters assigned to command slots. Load your battle spells early, of course.

Every Overlord or Mercenary position should start with an Administrator, who should work exclusively on that skill, and public works projects, until it is at least 15. Remember, your SEI boosts everything from pop growth to making of weapons.

A 3-action character with an Admin/Engineer skill of 20 can keep his town's SEI over 100% with Public Works, radically increasing everything produced. This should be every Realm's goal.

A realm position with aspirations to empire should concentrate on growth, making sure that enough farmer/herders produce enough food to maintain maximum growth rate. Depending upon the method you intend to increase your power, the growth will produce unskilled pop for soldiers, craftsmen and laborers. Also, the maxim, "put all your eggs into one basket—and watch that basket!" applies here. If the province can support the population, gather as much of your captured pop as you can into one main location. Leave small contingents of miners to work the ore deposits, or turn the empty locations into legions to add to your supply of forces. Put your best administrator in charge, guard the town well with soldiers and guards, and keep growing.

When you assign your tradesmen of all sorts to perform tasks, make sure you assign all of them, or even overassign them. Remember the priority of assignments. Despite what the rules say, if you underassign tradesmen, they may just sit around doing nothing that production. This happened to me when I assigned farmers to produce soft materials and byproducts, but left the "food" column blank because I had only actually assigned 268 of the 308 I had. When filling out your production order sheet, fill in all blanks, even with

CONQUEST & CRUSADES

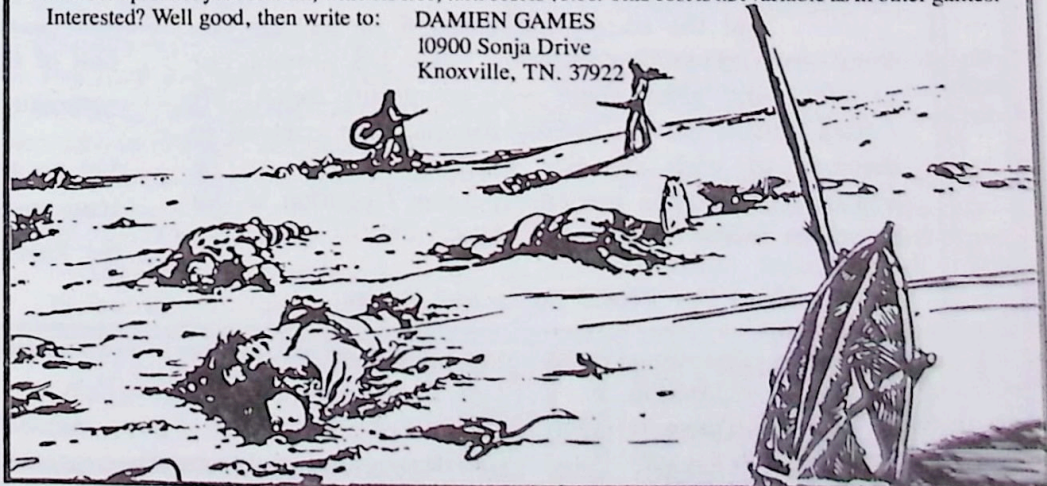
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zeroes if necessary, to ensure it all gets put in correctly.

Designing your soldiers is an important consideration. Different types of troops are naturally suited for different tasks. Unless you are a nomad, don't fall prey to the temptation to make soldiers too generic.

Soldiers designed for a field army should all be able to move at their racial maximum, and should not be weighed down with too much armor. Infantry in field armies should not have any armor heavier than scale (all these suggestions assume human civilized soldiers), so they can bear their own arms, armor, possibly a shield and a weight unit or two without penalty. Front-line troops should have a 1-handed weapon and shield or a weapon with a large charge bonus, the better to absorb damage and dish it out early. Every field army should have at least one slot of missile troops. There are two tactics for your missile troops. Either put them, along with a character with a tough battle spell, all in one slot in the front, probably on the flank, to try to wipe out an enemy slot in the missile round (or at least damage it so much that it will be finished off easily), or put them in the rear on supporting missile fire. Since supporting missile fire applies every battle round, but not until the first melee round, this latter strategy is more conservative, and will probably lose you more soldiers per battle with a more certain victory. The reserve strategy has the advantage that your missile troops can be much more lightly armored.

Cavalry for your field army should be one of three types. All should be as heavily armored as you can afford. Even with plate and shield, full movement is retained by human horsemen. Slight overburdening still puts them about as fast as foot-soldiers. One type of cavalry is lancers. For shock action in the open field, if you expect to be fighting other armies in flat terrain, lancers can't be beat. With an immediate charge from the front or a delayed charge from the rear (which allows your less valuable troops to absorb the enemy magic and missiles) they can mop up the field in the charge round. Of course, if you can add Berserker training too. . . Another type of cavalry are Dragoons, or essentially mounted infantry. They can fight from horses to good effect, but during battles against fortifications their weapon combination will allow them (automatically dismounted) to storm the walls. Any weapon/shield combination is good. This type of cavalry is probably the most flexible.

The third type is horse archers. These have not yet been tested in battle, but assuming the combat factor bonus for their warmount adds in to their missile attacks, they can be much more heavily armored and will be quite a bit more effective than comparable missile armed infantry. They will be more expensive, too.

A typical ideal field army, assuming 200 soldiers, might be: Slot 1, 50 Crossbow/scale; slot 2, 20 Pike/scale; slot 3, 30 Broadsword/shield/scale; slot 4, 20 Battleaxe/shield/scale; slot 5, 20 Halberd/scale; slot 6, 20 Dragoons (charge left);

slot 7, 20 Lancers (Countercharge), slot 8, 20 Horse Archers (Supporting Missile Fire). Meeting an unknown but approximately equal enemy, the tactics are to devastate the enemy right with the crossbowmen, hold the line with the rest of the soldiers while the pikemen take further bites out of the enemy right and the charge by the dragoons breaks them. The lancers will absorb the brunt of at least one enemy charge, hopefully dealing out lots of punishment in return, and the Horse Archers will chew away at the enemy left to make sure they do not break the army's right.

Of course, magic can massively tip the scales for either side, so all armies should have several points of magical protection to mitigate this factor. Enchanted or otherwise supernatural soldiers are also very important, as they will take a lot less damage from magic. In this respect elves and dwarves have an advantage as they have natural magic resistance of 2.

A field army designed to take fortifications would probably need no cavalry, as cavalry is automatically dismounted for the battle, and polearms are probably not the preferred weapon for storming walls. Defending walls, your forces should be designed as exclusively garrison troops. Heavily armored infantry with shields and hand weapons, and archers, should be the order of the day. The movement/speed of the troops is irrelevant, as you do not intend to have them move anyway. They should be set up conservatively and with an eye to holding out and inflicting maximum

Field report from Group Commander Grishock:

The war against Seldonic's Saurons proceeds well. The introduction of assault armor with our powerful psychic blasts has produced a combination the enemy is hard pressed to overcome. The research efforts of our scientists have continually insured success in the campaign by giving us the technological edge. These overwhelming advantages have given me the chance to march upon the enemy's capital and destroy the unhuman scum.

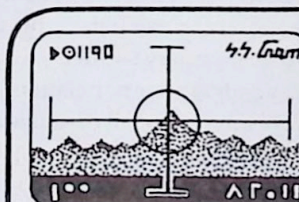
But the enemy has changed tactics, erecting forts and assembling pickets. This has slowed our progress and given them time to muster forces. My scouts inform me the unholy abominations intend to overrun us with superior numbers. Should we be unable to elude the assembled force, I petition to use the clans nukes to eradicate them.

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Let no unhuman
scum walk
the Earth



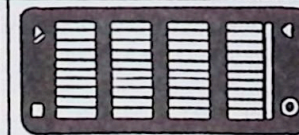
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PRECEDENCE

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PBM

casualties. A garrison without hope of a relieving army can be sieged out anyway, so design your force to hold the town and buy time for you or your allies reaction. A typical ideal garrison force might be: (all have plate armor if possible) slot 1, 35 broadsword/shield; slot 2, 25 mace/shield; slot 3, 40 javelin/shield; slot 4, 25 mace/shield; slot 5, 30 axe/shield; slot 6, 20 crossbow (supporting missile fire left center); slot 7, 15 Battleaxe/shield (tactical reserve); slot 8, 20 crossbow (supporting missile fire right center). The tactics for this force are to support the weaker slots (the mace troops with the missile fire, and to bear and inflict as many casualties on the enemy army as possible. The bloodier the battle, the better for the defender. If the town gets taken, the attackers have less to withstand a counter coup. If the town holds out, that is less for the relieving force to deal with. The town can always build more soldiers from materials at hand, further tipping the balance in its favor.

The example on page 25 of the General Rules is misleading, in that guilds in any location will produce more crowns than one per strength point. A guild within a major location or large town will produce hundreds perhaps even thousands of crowns per production depending upon such factors as the size and SEI of the location and the strength of the guild.

One of the nicest things about guilds is that there is no requirement that the guild owner own the location, or even be a part of the same faction or alliance as the location owner. As long as the sponsoring force has the requisite materials and laborers, the guild can be built. The guild owner could even be from a third position. Of course, building guilds in hostile locations is probably pointless, as the location owner can purge the guild at only moderate cost.

The Activity Rating explanations on page 52 of the General Rules are inaccurate. In an activity Level 2 game, which Crown of Avalon is labeled, NPC characters do not "often" move about. There has not yet been an instance I have heard of, of an NPC character moving. Players may also attempt diplomacy with NPCs through special action, contrary to the description. The areas of diplomacy are somewhat limited, but I know of several cases already.

GAME ORDERS

Forces deactivated and reactivated will contain the same popseg. In other words, if you deactivate and reactivate a force, and it had a popseg in it, the same force will still contain the same popseg or popsegs. This can be very useful if you want to activate a force and transfer population to it in the same turn. For this reason, all of your active forces should contain at least one empty popseg, and it may even be a good idea to activate a couple of your forces and leave them empty, but with popsegs all ready, so that they may be utilized later without the turn's delay normally entailed by creating a popseg.

Most character orders which utilize a specific skill or attribute (casting a spell would utilize an

arcane skill, singing a song would utilize bard skill) provide the character with a chance of an increase in that skill level. Therefore if there is a choice between practicing a skill and using the skill for some benefit, using the skill is usually better as not only does that character gain the benefit of the action, but also gets a certain chance (not as great as a practice order) to improve the skill. For example, rather than practicing Influence, it is better to attempt to influence a character or characters if there is any chance of picking up another, but has a chance, succeed or fail, to increase his or her influence.

Inducement takes a lot of crowns. Figure on several hundred to several thousand to achieve high chances of success, depending upon loyalty and the other usual factors. Influencing characters takes a rating of at least 10 for a moderately good chance even in the best of circumstances (race, religion and skills being similar) and figure on a lot more to overcome high loyalty, higher prestige or different race. If you want to increase your subordinate characters loyalty ratings, the Honor Character and Character Gift orders are usually a waste of your main character's time. A better and more effective method is the Faith of Friendship spell, which any sorcerer or other spellcaster can use to rapidly raise your characters loyalties.

Bards do not actually need to occupy an inn or bard college to listen for legends, but there is a very small chance of picking anything up outside one.

By experience, I know that a level 20 bard has One Slim Chance of picking up a legend outside of an inn, but No Problems Whatsoever of picking one up inside an inn.

Learning and teaching spells and skills can be tricky, but it can be managed with a grasp of the system. First, both characters must be in the same province at the start and end of the turn. Therefore, they must either be in the same province or the same moving force. Second, think of the teach/learn process as a transaction between the two characters. When either character initiates a teach or learn order, he or she has opened a deal with the other. When the other designated character issues the reciprocal order, that IMMEDIATELY closes the deal and the characters can go on to other teach or learn orders. This means that if the orders are properly set up, several teaches and learns can be performed in rapid succession. For example, allied positions can arrange to have one character teach three skills or spells to three other characters in one turn. First, the three characters must issue Learn orders for the skills or spell. Then the one character, in a later turn (processed later the same day or on a later day), teaches a skill to one character, closing the deal and allowing him to issue another Teach order for the second character, closing that deal and opening the way for the third Teach order. Or, a sequence of positions could chain their Teach-learn orders together. As long as they are processed sequentially in the

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right order, characters (all from different positions) can Teach a skill, closing a transaction, then Learn a skill, opening the deal for the next character to Teach then Learn, and so on indefinitely.

Non-heroic jobs, in case you have not yet tried one, will garner your character over 100 crowns in a major location, which means that if your realm needs money fast, you can always put your characters to work, and if you are a position with only characters, you can get some money together and perhaps purchase things you need from marketplaces and realms. Bardic songs will gain you several hundred crowns in an inn in a major location, or nothing at all outside of an inn, plus the information in the printout.

Don't count on marketplaces buying very many tradegoods. In game I, one of the major marketplaces was only able to purchase 250 tradegoods from a nearby city. Plan on selling tradegoods directly to the populace if a lot need to be sold.

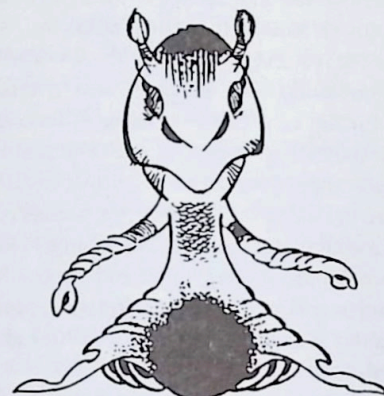
GASP. . .CHOKE. . .SPUTTER

Well, I've run out of steam and wisdom, at least for the nonce. I hope you are having as much fun with LEGENDS as I am. Like the Fab Four once sang, "It's getting better all the time." Lets see some more articles from you players: perhaps some analysis of some of the systems or methods to achieve certain goals? Later dudes.

LEGENDS/Crown of Avalon is a closed-ended but very long term (est: 3-10 year duration) combined power- and role-playing PBM game. It is 99% computer moderated (limited special actions, which do not necessarily confer any particular benefit), serial-processed (at least 14 days between turns), of very high complexity. Turn costs range from \$3.50 for a position consisting of just a few characters up to \$13.00 for the largest turnsheet available which should serve the needs of a small empire. Changing your standing orders, which govern monthly production, costs \$1.50. Production is free. Turn costs are capped because multiple turnsheets are not allowed, nor are multiple positions. Game costs average around \$15.00 per month. Printouts run from 6 pages to 80 pages or more of high-quality dot-matrix text and statistics. Average time to fill out a turn for a character position, 1/2-1 hour. Time to fill out a realm position ranges from 2 hours to 15 hours. Depending on how much mapping, negotiating and other peripheral actions are involved, actually "play" hours per turn could range into the dozens. Setup cost is \$15.00 which gets you the four rulebooks (about 240 pages) and your setup turn. For free information, or setup, write to Midnight Games, 130 E. Main, Suite 305, Medford, OR 97501 or call 503/772-7872 Monday thru Saturday 8am-6pm.

About the reviewer:

I am 27, a veteran of the U.S. Army and student at Cal State University, Fresno, soon to be commissioned into the U.S. Air Force. I am married, have two ferocious Pekinese and a Daihatsu, and have been playing wargames and roleplaying games since 1975. I tend to play "power" games although I will play in anything, and have played EPIC, CTF 2187, Duelmasters, Starlord, The Next Empire and several other PBM games since 1985.



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CRACK OF DOOM

In western Panagea on the plains of Illyria a CSA battle group scored a major victory when they located and attacked the Wolfriders, an army of Wild Elves declaring allegiance to Law and the Defenders of Aldaryn alliance. The Wolfriders possessed a large but unbalanced army consisting primarily of artillery and missile troops and this hampered their overall combat effectiveness. The first to attack was the East-Mark Eored (CSA Humans). Though roughly equal in the number of forces committed the Wolfriders suffered heavily in the melee combat rounds and were badly defeated. Next the Haldane Houseguard (CSA Humans) moved in and mopped up - completely destroying the Wild Elves and capturing a large number of herds.

Another CSA battle group went into action in the Swamps of Mireland, attacking a neutral Human army known as the Silver Squadron whom they had connected with their EGA foes. The Silver Squadron possessed a large army consisting exclusively of Irregular troops giving them many bodies but only marginal combat effectiveness. The first attack was initiated by the Howling Hussars (Chaotic CSA Ogres). Though greatly outnumbered, the Ogre army was victorious. Next the mighty Sabre Punks (Chaotic CSA Goblins) attacked with more than 2,000 warriors. The Silver Squadron put up a valiant defense (most of the Goblin warriors were also Irregular Infantry and only slightly better Light Swordsmen), but the Humans were badly defeated. Finally Moseby's Raiders (Chaotic CSA Goblins) moved in and crushed the remaining troop strength of the Silver Squadron and slew a large number of Non-warriors as well. The Silver Squadron now finds itself defenseless deep in enemy territory. The CSA profited well from this great victory as the hundreds of captured herds, once sold, will add considerable wealth to their war chests.

CTF #2187

Game #62: Turn #6 saw Side #1 once more expanding their lead as the action continues to heat up. Side #1 now seems unstoppable, though they may lose a Bot next turn. Side #2's only hope appears to be an attack on Command Post #1 - something they are not really in a position to do.

Turn #7 saw little change in the comparative ratings but witnessed the game's first casualties - one from each team. First Cadet Jason Youngblood ejected from his heavily damaged Titan (VR = 1.51, DR = 2.73). Shortly thereafter Cadet Power was killed after his heavily damaged Ravager took a Heavy Laser blast through the Right Rear Torso from Cadet Lord Foul's Ravager. The best Bot Victory Rating is 2.66

Game #65: Turn #8 saw Side #1 launching a massive assault on the enemy Command Post with three Heavy Bots. While this proved insufficient (barely) to destroy the CP it presented them with a massive scoring drive that allowed them to greatly increase their lead and to win the game. Surprisingly, though both CPs suffered considerable damage (but scored effectively in their own right) neither was destroyed. The best Bot Victory Rating was 3.39.

Game #68: Turn #8 saw Side #1's chances of victory continue to diminish as they again lost ground in the ratings and suffered their second Bot casualty. Cadet Raven, piloting a Ravager, met his end after taking a Heavy Laser blast through the Left Rear Torso from Lt. midnight Rider's Cutter. Cadet Raven, despite his low

rank, was a long-time veteran Pilot with a good track record.

Turn #9 saw Side #2 continue to expand their lead despite determined resistance. Side #1's ability to remain competitive is impressive considering they are down two Bots and their CP is suffering from a combined assault. This turn saw a number of the now weary combatants attempting to disengage from the battle to ensure their survival until the game's end. Nonetheless next turn could see casualties. The best Bot Victory Rating is 3.70

ARK ROYAL GAMES

Adventurer Kings

Game 12 came to an end with a military victory for Jeff Wadsworth, who led the freedom-fighters of the Neutral alignment. He also captured 83 out of the 100 available points, and if that's not a record, it's very close. Jeff says "As usual the key to victory was as expressed by the good Confederate general who said get there 'ustest with the mostest.'" How true!

Game 27 ended with Eric Kelsey being voted in as a Pagan World Emperor. But in an unusual twist, fellow Pagan Gus Smedstad took most of the other Imperial Offices and won the game, receiving 60 out of 100 points. Eric gave the credit for the victory to his many winged friends, commenting: "Dragons: when you care enough to send the very best!"

Game 31 was captured by Rich Eisenman, his third victory (I THINK... I seem to have lost count.) John

Harnes won game 11, our first 3-week game.

Sometime this fall, we're going to have an all-star game of Adventurer-Kings for everyone who has captured 15 or more points in a previous game. We're also thinking about a totally prepaid game, so that you can be assured of opponents throughout the game, and not have to worry about dropouts upsetting the play balance.

BLUE PANTHER ENTERPRISES

Empires for Rent

Game 4 The races have sent out tentative probes in the early turns. This seems to be a game of cautious expansion - with almost all of the players choosing the Rykans as their race preference. It seems that GOLF will not be getting any hefty loan fees this game. A few renegade races can still be heard from the fringe of the cluster. The Rykans, although numerous, are still unorganized and feel little loyalty to their genetically enhanced brethren. The Boys of Summer Playtest Game 1

The managers have sent in their picks for the first season of play. Competition seems especially fierce in the AL East, with the Night Hawks (managed by John Ciappetta 106 Wins-56 losses) and the SI Supermen (102-60, managed by Adam Spatz) vying for top honors. They are followed closely by the Okie Candels (manager Terry Cannon) with a record of 96-66, the DC Bombers (Bernard Gilroy) with 94-68 & Red October (Dave Law) 92-70. Rounding out the AL East are the Ruxpins (89-73)

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Southern Lugnuts (83-79).

The AL West is represented by Brendan Herlihy (Sheepshead Baymen), Ted Yen (The Maneuverers), Dan Kluge (The Oregon Cascades), Jim Jones (Men Without Hits), Robert Destro (Tornadoes), Steve Weinberg (The Orions), & Michael Minnotte (The Wiess Wizards).

Teams in the NL East include The Milwaukee Maulers (Michael Moderski), The Jazz (Leroy Newton), The Old Jokes (Keith Monteith), The Longest Louies (Louie Martin), Joes (Andy Gropp), & the Concord Derelicts (Ian Verhaegen).

The NL West has also seen some stiff competition in the first season. The Avenging Maniacs (Rob Young) came out on top, but this can change as other managers get a better handle on the abilities of their teams. In fact, the first season is not necessarily an indicator of future performance, because just like in real life, your stars age, your rookies make mistakes, and your star players can get injured. The NL West is rounded out by the Mount Vernon Cougars (Patrick Kelley), the St. Louis Spirits (Jon Woolridge), The Great Lakes Gumps (David J. Wambold), The Cavaliers (Gerald Lientz) and the Infringers (Winston Yen).
Play Ball, Gentlemen!

The Final Campaign

Game 27 In this game, played under the Scenario 1 rules (Urban Defense), the action is almost complete. The victorious army has but to mop up a few remaining defenders before the first ever complete annihilation of a defender in this scenario. Members of the Ground-Support Air Units Raven (#1), High Noon (#3), and armored elements from the unit Hau (#11), are hacking the remnants of the last defending infantry units which are holed up in the main dwelling. Members of the units Corwin & Crauhill (GS-Air), assisted by armored units Yawiu & Tattoine (Armored) have moved up in support of the infantry from unit 29, aptly named The Final Trooper, in an effort to polish off what remains of the

defending armor. In short it is a race against time to see if the commander, Stefan Brenner of Germany, will be able to set a new TFC record for total annihilation of a defending army.
Congratulations Stefan!

CLEMENS & ASSOCIATES

TERRA II

Many of the accomplishments of the tribes in Terra II go unnoticed and are buried by the reports of conflict and strife. The feats of the explorers go unheralded unless they are welcomed in far lands by hostile inhabitants. Two years ago the Istari Alliance sent out a band of brave explorers, the Sea Wolfen, in fragile ships to explore the rugged coast of the Media continent. Sailing carefully in the uncharted waters, they have managed to return to their home at St. Anne after successfully completing the circumnavigation of the entire Media continent.

In the fringes of First Republic territory, the Barkstag tribe was trying to avoid being caught again by the Liaoges army. In this they succeeded. But the direction they took led them into the Gaillard Army. Masses of arrows and bolt rained down on the caravan, wiping out the guards. With disciplined control the Gaillard cavalry rode forward, crushing the few bowmen and cutting off part of the caravan. These people were enslaved. The following week the Gaillard army struck the now immobile Barkstag caravan. The results were the same, death, destruction and slavery. Just to the north, on the edge of the jungle, the White Falcon army was ambushed by the Richelieu army. The Richelieu archers decimated the flank guards. As the Richelieu cavalry raced forward hundreds of White Falcon bowmen stood up and poured a deadly rain of arrows into the tightly packed formations killing over sixty. The enraged cavalry found no warriors between them and the enemy bowmen. They hacked and carved their way through them, slaughtering over two-hundred. But, the caravan escaped.

CELESTREK II

With lightening speed the Ankle of Jorand entered the Egchos galaxy and began a quick scouting mission. For several weeks it went undetected, sending back reports on the locations of the Feral Alliance fleets. As it tried to gain information on the main Feral base, it was caught by the Daimler. The reports ceased when the Ankle of Jorand was vaporized. Other ships of the Body have been reported in other quadrants and one must wonder whether they are looking for new colony locations.

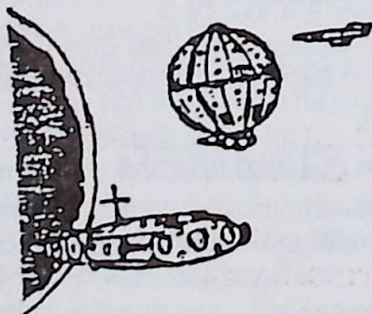
Speaking of colonies, there are numerous reports that several alliances have formed interdependent colonies in the Chaku-1 galaxy. One colony with considerable popularity is the Royal Gorge Mining Company trading base at Segment 6, Sector 23 in the Bacele galaxy. They seem to be willing to trade with almost anyone. Perhaps part of their goods come from the Celtic Alliance base which their ships visit often.

UNIVERSE II

QUADRANT XXI: The Wanderers Alliance battlefleet Lancer/WA had been probing into Ixtli territory for some time, mapping and scanning. They were obviously not looking for a fight. As they were exploring a small star system on the edge of the quadrant they were pounced upon by the IXV Adele. This proved to be a mistake, as the powerful Lancer/WA was able to destroy the Ixtli ship. While victory is nice, the Ixtli are now aware of their presence.

QUADRANT XXII: The ships of the Skuzz were understandably concerned by the reports of massive EF fleets descending upon them. As a result, they were on the alert and ready to attack anything that moved. The skuzz patrol ship Fornax moved into one of the trade lanes with a general attack ordered. They ran up against the Enigma, and let loose a barrage. The screens on the Enigma held and they counterattacked. The Fornax was engulfed in torpedo flashes and when the glare subsided the Fornax had ceased to exist. The Enigma scoured the area for anything of value, finding little.

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EARNSHAW ENTERPRISES

CONQUEST

Game #6: This game is still progressing slowly, with few players attempting the "blitzkrieg" strategy common to the other games. Banta is the leading player with 14 cities, and Illeum follows closely with 12. Nigel holds 8 cities, but his attack strategy (with little left for defense) may make him vulnerable to another player. Sylvan and Zarland are holding onto their initial 5 cities each, and Montero, Eastmark, and Helos are clinging to life with 3, 1, and 2 cities, respectively. Aldrich and Dracos have been swept from the game. The level of activity in this game has been high, and the action is really starting to heat up. The outcome is far from decided!

Game #7: We are currently taking set ups for this game.

OUTER REACHES

Game #1: This game of **Outer Reaches** has ended! Congratulations to Bill Dewing, of Palo Alto, California for his decisive victory. Bill played a Human empire. His closest competitor was Dana Holm of Omaha, Nebraska, playing an Avarian empire. Congratulations one and all for a game well played!

Game #2, Turn 9: This game is moving swiftly as one of the active empires swells in size with over 40 colonies and more than 150 ships! The second largest empire, a standby player, is also growing rapidly, though not to the extent of the leader. The large empire has stumbled across two colonies of inactive players, and is nearing the border of one of the other empires--will there be combat? Or will the players be able to establish a peaceful border? We'll know in a few turns!

Game #3, Turn 1: This game has just gotten underway, with most players making their first tentative colonizations. Since this is a Slow game, the action will unfold less rapidly, but there should also be more time for the players to engage in diplomacy. This game has a good mix of races and should make an interesting contrast from Game #2 (where all the players are either Human or Avarian).

ECKERT GAMING GROUP

Here are the winners of Death & Sorrow game finished as of 9/15/90.

Death & Sorrow Game One (Playtest) 21 Turns
Alexander Sheldon 50 Provinces
Dave Hudnall 30 Provinces

Death & Sorrow Game Two (First Game to End) 16 Turns
Phil Chenevert 56 Provinces
Chris Gorde 34 Provinces
Steven Schmidt 15 Provinces

Death & Sorrow Game Five 13 Turns
Oren Webster 53 Provinces
William Johnson 31 Provinces
Brad Noble 23 Provinces

ENTERTAINMENT PLUS

Adventurer's Guild
(excerpt from the diary of Ramon "Tolstoy" the Small)
Eighteenth Week of the Year of the Wolf

Everyone is pretty excited here in the guild sleeping quarters. The battles were very fierce today, filled with

surprises and upsets. Some of the notable fighters today were Fool Killer, Asa Rabacca, Ulof, Pallida Mors, Sten, Maelissak, Ahora the Axe, and Sir Mangled Nose. I managed to place second in my battle group (thanks to my Daze spell), so I'm rather pleased with myself. But most of all the adventurers are discussing group combat strategies--tall elves standing in back of short allies and casting spells over them--using a flanking maneuver to move around and attack from the rear--I even overheard Gimp whispering something he called "the trap" to Drendson, something about suckering a fighter from a group of unorganized opponents out into the open and then surrounding the poor fool. I don't think I'm ready to fight with more than one opponent at the same time, but I'm sure the monsters will not form a single line when I get attacked while out adventuring.

Lord Fandil challenged me today. As I've said before he's a great guy, though my half-troll buddy Krime thinks he's just a little too soft-hearted. If you ask me though Lord Fandil is tough with a capital "T". I may have beat him in the training fights, but our challenge fight was his all the way. I never even got a chance to try casting a Daze spell on him--his short spear was everywhere. All I remember is a jab or two on my part with my spiked gauntlet, mixed with a nightmare of dodging Lord Fandil's efficient attacks. His first few resulted in minor wounds, but the last one could've meant my death. The healer says that scar on my stomach will probably never disappear completely. Let Krime think what he wishes, I'm thankful for Lord Fandil's sense of mercy.

I used to think I was the best at avoiding attacks, now it seems the good-mannered goblin Sir Mangled Nose has the edge. He's going to need all the dodging skill he can muster, now that he's got all the members in the group

Battle Lords mad at him. Rumor has it he's considering challenging some of the trainers soon, but first he intends to win the Antar Best Warrior tournament.

I'm almost certain I'll put my energies towards learning the Blink spell. That may have saved me with Lord Fandil, since I could have disappeared just before his spear hit me, and then reappeared instantly nearby, maybe even behind him! I know the spell doesn't always work, but it seems better to try that than get skewered. After I learn the Blink spell, then I can work on getting better with my Daze.

Gonna close for now. Oh wait, the rowdies just got back from celebrating at Jack Nasty's Grotto. They say that two new guild members, Fool Killer and BloodBath Bob, fought to the death in the pit there (quite the barbaric spectacle, Krime tells me), with Fool Killer's corpse ending up as food for Jack Nasty's various monsters. Such a pity.

(If you think you'd like to join Tolstoy in Adventurer's Guild, see the Gameline section).

GAME SYSTEMS INC

Earthwood - Original

Game 193-The guardians of the Flame: #'s 17, 23 and 25
Again proving that they are forged of greater mettle than your average heroes, this group secures the 'Wood' as theirs in forty-five turns! Another notch in the sword belts and scroll cases of this veteran alliance!

Game 195-El and the Vaders: #'s 6, 22 and 24

This intrepid trio tops that charts by being the first winners of a three-week turn around game! A classic combination of Elven excellence, Wizardly wisdom and Barbarian brawn got the gold for this overseas group!

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(See Gameline & Game Design Article)

Earthwood - The Sea Kings

Game 16-Liobar: #20

In the first solo win Earthwood has seen for months, this mighty Warlock ascends to the throne of the Island Kingdoms alone! Surely no one in this game doubts the power of magic!

Game 27-Disciples Militant of the Hidden Faith: #'s 1, 18, and 25

Vanquishing all unbelievers in a mere 32 turns, this lethal trio fo Kin, Mage, and Warrior holds lordship over the seas from the Tower Island to the Coral Peninsula and all points in between!

Venom

Game 12-Econograph, God of Terrorizing Students: #20

Another epic battle between monstrous entities in the 9th Dimension sees the mighty Econograph emerge victorious over the demigod of Stepp and the demigoddess of Strength. With Fall and school fast approaching, this could be a bad sign!

State of War

Game 57-The Duo Destructae: #'s 4 and 8

The Governor of New York comes out just ahead of his ally, the Honorable 'Robin Hood', Governor of Maryland, to capture the leadership of the New Confederation! Their decisive victory makes a good case for the East Coast strategy!

Dawn of the Ancients

Game 44-The Roman Empire: #7

Proof that recreating the glory of Rome is not impossible! The Roman Emperor takes the Laurel Crown in a familiar tale of conquest and expansion!

HUSCARL HOBBIES

A Stitch In Time

Congratulations to Pat Lang, the winner of Game 001 of A Stitch In Time with 3839 points. Ken Mikolaj was a close second with 3764 points and Dave Ayres was third with 3314 points.

Pat held the lead from the start through the end of turn 7. Ken took a 200 point lead on turn 8, and held it through turn 12. At the end of turn 11, the players learned that the fabric of time was beginning to tear (i.e. the game had a 50% chance to end before each subsequent turn was run). Some players were anxiously watching the stock market results, which provide an impartial and easily verified method to end the game on a random turn.

On turn 13, however, the picture changed dramatically. Pat temporarily increased her agents' abilities with a series of field directives, and used a previously-planted double-agent within Ken's organization to devastating effect. In addition, Ken's status as the leader gave a couple of other players incentive to attack him. When the smoke cleared, three of Ken's seven agents were killed, one defected to Pat's civilization after its back-stabbing work was done, and two other agents were injured while carrying out their own attack orders. In addition, three of the four "node description" changes were most favorable

to Pat, and only one change favored Ken. Pat took a lead of 75 points (although the players did not know the actual scores).

Turn 14 was not run, much to Ken's disappointment, because the Dow-Jones Average decreed the end of the game. This game may be unique in PBM history in that BOTH Pat and Ken complained repeatedly to the GM that the computer hates them and favors the other. We'll see in a future game.

MINDGATE

STARS OF THE DARK WELL

City of Crater Lake Destroyed By Gridran Nuclear Weapon

FG/C CRATER LAKE (Sturn System) - The second of two attacks against Crater Lake last month resulted in the complete destruction of the city when it was hit by a neutron missile.

The first attack came when the 30,000 ton DD Daalriaadaa renewed its attack on the city. The Dendriti vessel once again attacked with beams and riders, this time to be met by the rider defense forces based at FG/E Fort Artog-I and FG/E Artog Tres. The first and only round of battle was extremely violent. The Daalriaadaa managed to destroy all of the counterattacking riders but was herself knocked out of action when she took heavy damage amidships. The battle ended then, with both sides unable to continue. The Daalriaadaa, with most of her crew killed, was unable to leave orbit following the attack.

The second attack took place on day 20 of 08-149. The 120,520 ton GR Domo Origato and the 30,000 ton GR Iko Iko entered the system and then attacked the city from long range. The Gridran vessels attacked with beams, riders, and neutron missiles. With no defenders remaining to stop it, the first incoming neutron missile exploded in the storage ring, completely obliterating the city during the first round of combat. The electromagnetic pulse from the detonation was detected as far away as the moon Artog-II where holovision reception was temporarily interrupted.

Xanadu League Election For Legislator Ends In Tie

XL/C VOII (Breeg System) - The Xanadu League government allegiance has completed an election to fill its empty seat on the Xanadu League Federation Legislature, but that election has ended in a tie. Cpt. Steiner of the NA Kontos and Amon Carsdalle of the XL Lilie Of The Stars were the only vote getters and each wound up the election by capturing 4 votes apiece.

It is not known how the Xanadu legal system will handle the deadlock, nor if it is possible for non-XL ships to hold office in the XL government. An announcement from the Prime Minister is expected.

Delta Group Stockholders Vote To Re-Form 2nd Dominion

DG/C DELTA ALPHA (Holliman System) - When asked which course Delta Group should pursue as a corporation, DG stockholders expressed their feelings that DG should participate in the re-forming of the 2nd Dominion.

Ballots sent out by Delta Group President Rachel Kingsley (DG Black Unicorn) offered the stockholders several options for the future of DG; re-forming the 2nd Dominion, joining the Xanadu League Federation, or remaining a non-aligned corporation. 5,461 shares were received in favor of re-forming the 2nd Dominion. None of the other options received any votes.

ANDROID ARENA

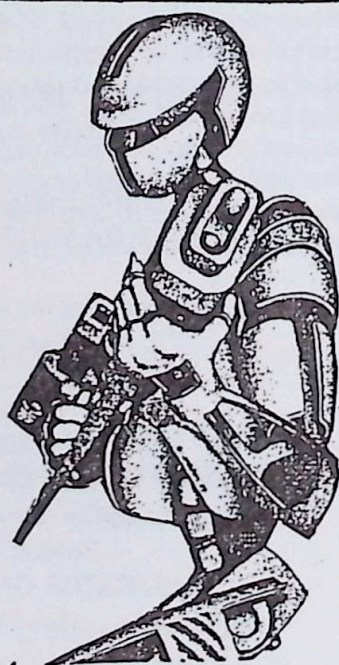
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PAPER TIGERS

The Land of Karrus

This month, several Cults have been started. These include: The Cult of the Ruby Raven, led by ACME leader Touche' Turtle of the Flying Leathernecks, the U-War Cult led by U-Mercs leader Dr. Strangelove of the B-52's, and the Taurans Cult, led by Nasty Newt of the Ant-Tagonists. The leader of the Id Ismi Ego has not been announced. Alror of the Prub Clan is the official leader of the HELP Cult. For more information about these Cults, please contact the Cult Leaders.

The Ancient Meeting Grounds of Jegall lies in the dark heart of the Jegallian Jungle on one of the shores of the Lake, north of the Mountains of Lajo, and east of Ontar. It is not far from Tun or the Sea of Taz. Nevertheless, only one leader has taken his people there.

At Lakarin, the Civilized Headhunters took on Dendrite's Nodes of Ranvier. They attacked and defeated the unfortunate Utrain group four times, pausing only long enough to sever the victim's heads for shrinking, throwing the remains of the Clefa's corpses into a large cauldron at their camp while they danced around it shouting incantations. At this very moment they are snacking on the bodies of Clefas while planning their next assault. Meanwhile, Cabal and Nightbreed danced on Cybernetic Sam and the Mech Explorers Group. The Hegi fled.

At Lajo, another warrior, Jake, led DDT in two successful battles. His two victims were the Minions of C'Thulu, led by Ioramon, and Set's Memphis Demsnese.

Dionysus and Drunken Disaster, under the influence of their favorite brew, mistook Eldread and the Krystal Crusaders for a group of pushovers and started a brawl with them. Eldread's soldiers fought them to a standstill,

saw that they knew not what they did, and forgivingly left the Disaster to sleep it off.

The biggest surprise of the month was the action that took place at Katlak. Faithful ACME member, the multi-phased Blu Moon of the Moon Knights suddenly took the name of Bad Moon, as evil and unpredictable Utrian. In one fell swoop, he collected some goods from ACME members, dropped out of ACME, joined U-Mercs, and attacked ACME spokesman, the flamboyant Mr. Midnite and his Clockwork Mayhem, defeating the Heqi army. Bent on vengeance, Mr. Midnite immediately counterattacked, receiving even more punishment than he meted out. Bitter Karrutian heroine Nasty Newt then led her Ant-Tagonists into the fray, and was beaten by the Utrians. Hot on her heels was the dashing Touche' Turtle and the Flying Leathernecks, who soundly chastised the Moon Knights for their betrayal. As from out of nowhere, Tribe Mephistopheles, led by Asmodeus' twin, appeared at Katlak. The evil Utrians pounded the angry Ant-Tagonists, sacrificing many Clefa warriors in the process. They then took on the Flying Leathernecks, this time barely claiming a victory from the fierce Karrutians.

In the aftermath of this ironic chain of events, one can only wonder what caused the Moon Knights to turn on ACME, and what did they gain from such treachery? Was Bad Moon's motive pride, principle, or profit? Will these battles be the end of it for now, or will a massive war break out?

SCHUBEL & SON INC

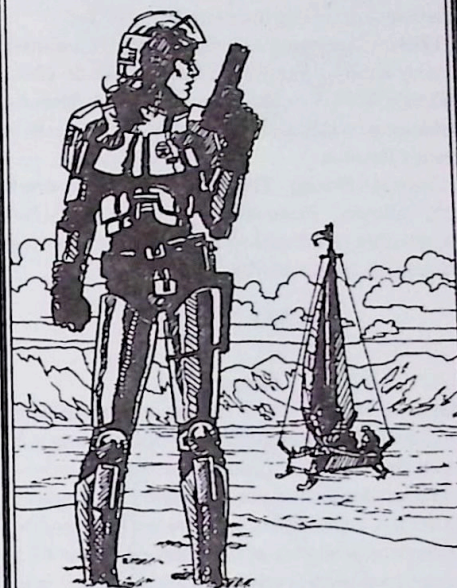
Global Supremacy - Game 30 has ended. The first place winner is Scott A. Glasser who played Chad. Chad controlled 232 cities and had the largest army. Other win-

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ners include Howard Goodman playing Ivory Coast, Tony G. Couch playing USA, Mark Glickman playing Nigeria, Dennis Swaim playing Brazil, Joe Dora playing Ireland, Chris LaRocca playing Soviet Union and John Roe playing Malaysia. All winners were awarded trophies. Congratulations to all!

Global Supremacy - Game 31 - The CSA, Rhine Alliance and WPF continue to attack the members of the DFA. USA has been invaded along with Canada. They are slowly regaining their territory however.

Global Supremacy - Game 32 - The Scandinavian Society is now at war with Finland and with the ENATO Alliance. ENATO is also at war with the Mediterranean Alliance who attacked Italy. The ACT has won its war against Panama.

Computer Boxing - The top five boxers are: Neanderthal, Alluran, Rasmussen, Berzerker and Garth. Neanderthal just fought off the challenger Rasmussen to retain his title of World Champion.

SINBAD'S GAMES

Coupdetat

Game 4 - Turn 8 of this economic/military game has brought all but four of the twenty players into conflict, though the exploration and conquest of the unincorporated territories continues at a rapid pace. Beginning with Turn 8, some of the combat values were modified to reduce the advantage of the defenders. Game #3 experience caused an upward revision in defense values that seems to have been too large; we don't like changing these in mid-game, but it would obviously have caused bigger problems later in this game.

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Combat has become more general and intense. In the West, the fighting has been one-on-one: PIEDMONT-KEMPTON, LISBON-VICTORIA, and HELENA-SEVILLE. COLOGNE is allied with HELENA and not involved in combat. HELENA has had a free hand to capture all but the capital of SEVILLE and is arguably in the best position on the board. LISBON has captured one city from VICTORIA and this is still too early to call. KEMPTON controls one city of PIEDMONT's and all of the passes through the mountains between the two countries. This battle has see-sawed since the first turn, bleeding both countries.

The Center is the most confused area, with seven players on one landmass facing off. NEWBURY and OLKMONT, on the East side, have not joined in the general combat yet. OLMONT is allied with FENWICH and will eventually be drawn into the fray. The action has been lively the past few turns. NICOBAR, in the center, is the only player to have lost his capital, but he recaptured it last turn from TASMALL. Both NICOBAR and TASMALL had neglected to leave enough troops in the city. TASMALL marched most of his out last turn for a failed attack on another city just before NICOBAR struck. To further discomfit TASMALL, his attack on the Red Flats beachhead failed and ALEXANDER poured troops through to capture a TASMALL city. TASMALL still holds an offshore island and a good position but is now in a two-on-one battle, though he may get some help from FENWICH. FENWICH has been occupied, so far, with a struggle with VERACRUZ on his northern border. FENWICH siezed an avenue into VERACRUZ territory, lost it after he withdrew most of his forces, and has been receiving airstrikes from VERACRUZ but neither has lost a city.

The Eastern part of the board has seen CORDOVA, on his own landmass in the South, sitting out the furor while the five players on the Northern continent have bloodied each other. ZANNNDAR, in the center, has organized the ZIB ALLIANCE with ELKMONT nad CARTAGE. They have been able to go two-on-one against the remaining players, TAKAISHI and TANANA, who are too far apart to support each other. TANANA holds only his capital, but TAKAISHI has retained three cities. ZANNNDAR appears to be the organizer, but his allies each control more cities, though ZANNNDAR has siezed and built up one of the offshore islands.

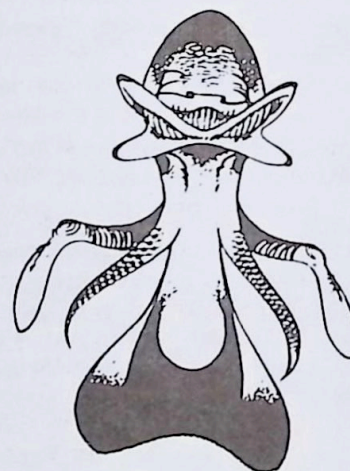
This game has had more early combat than previous games and the sequence of movement and choice of targets has had a major effect. Sabotage was popular during the first few turns but has declined as players became better at security actions. Economic development continues for most players, even as they devote most production to war machines.

SMOKY MOUNTAIN STRATEGIES

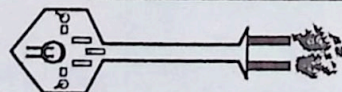
Baron

Game 0, Playtest - Within the maelstrom of creative flux inherent within the playtest environment, some few have leapt forth to acquire large holdings, while others experimented with the formation of their companies and squadrons, stepping beyond their starting positions only hesitantly. Baron Gregory brutally destroyed the fortifications of Edinburgh and siezed the Crown of Scotland (and the Queen as well!), while the Chieftain O'Rambo blitzed in Ireland, engulfing the north of the Emerald Isle. How could he have known that the Viking Hrothgar the Flatulent was similarly disposed in the western reaches of that singing land? On the Continent, Oberst Erich von Luttwitz swept through the Netherlands into Flanders, gaining great territory and several cities. The late additions in Germany appear to be awakening from the set-up turn, and that tremendous nation is wide open for them.

Game 1 The player's listing is now in the players' hands, and the new (v2.1) rules should arrive on or about Sept 1st. The Set-up/maps packet should be there in plenty of time to make the September 21st deadline for the set-up turn and first running of Game 1. Already rumors of the diplomacy efforts of the Papal and Islamic Level 4 players have trickled back to me, and the northern European/British Isles showing of players is formidable. The quietness of the Byzantines is unsettling, however, and the scarcity of players in central France continues to haunt expectations of a magnificent, though under populated, game 1.



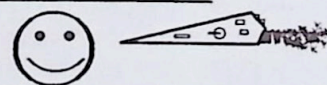
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A FINAL SOLUTION IN THE NEXT EMPIRE

By Brian Larson

The first Lantor raiders were plasma ships. Two of them shimmered as they warped into existence just outside visual range of their prey. Three Huling mining ships encircled a large asteroid, each of them fat with a rich cargo of radioactives. Commander Yzor slid his forked tongue over his pointed teeth and tasted the processed air of his ship, savoring with it the thrill of a pirate about to fire on unsuspecting victims. He watched for a moment as the hated Huling ships continued to drill and peck at the asteroid, like beetles feeding on a chunk of rotting meat. His weapons officer indicated with a motion of his claws that the plasma cannon were fully charged. With a click of his heavy reptilian jaws, Yzor gave the order to fire, launching a genocidal war between the two neighboring races.

Eight orange goutts of superheated particles coughed from each of the raiders. Striking in the midst of the helpless Huling miners the plasma fireballs dropped their containment fields and exploded. Everything in the quadrant, including the asteroid, was blasted with a massive charge of plasma. All three of the ships folded, their hulls first compressing inward from the force of the blasts, then exploding themselves. Three brilliant violet blossoms shone like magnesium flares, marking the three thruster systems of the vaporized ships as their fuel supplies ignited.

Aboard the lead raider, Yzor tore at the deck with his heavy claws, and the ships turned as one to warp back for home space. For good or ill, the war had begun.

On board the Huling base, the Huling Warlord quickly read a report with light taps from his frontal sensory fronds. Shocked, he lurched upright, bright red lobes of flesh puffing up around his trunk. Without question, the attack had come from the Lantor primitives. Even though the attackers had not been identified, the verdict was clear, only the Lantorans could be so treacherous, so vile. They had struck a harsh blow to the Huling plans, destroying three valued cargoes of radioactives in addition to the ships themselves. This last was slightly puzzling to the Warlord, as he would have expected the enemy to only disable the ships and later salvage the cargo. For a moment his delicate sensory fronds waved quietly in bewilderment. Then rage reasserted itself, his red lobes puffed even more expansively to the point where they pained him. The situation was obvious, the enemy meant to hit and run, bleeding the Huling dry of radioactives.

Violently slapping a passing subordinate with his grasping appendage, the Warlord ordered that his flagship be launched immediately, with the entire fleet behind. The only possible response to this outrage was a determined all-out attack against the

enemy's base. There could be no half-measures with the vicious Lantorans. Vertebrae understood nothing but photons and lasers.

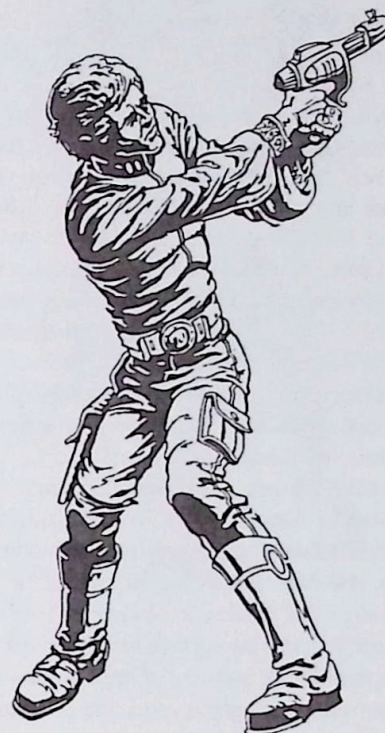
Sitting in his plasma pirate ship, Commander Yzor's nostrils flared and his slit-like pupils spread wide as the Huling fleet made its appearance. The High Command had been right, the Huling had made no effort to send a probing fleet ahead, but had simply warped directly to the attack. A very aggressive move that would perhaps have had devastating effect if the Lantor fleet had not anticipated it. Yzor's plasma ship sat behind a shimmering forcewall strung between four ships. About half of the Huling fleet hit the wall and were forced to drop out of warp, materializing into space directly in front of the wall. As part of the trap, several mines had been laid in each of the parsecs in front of the newly erected forcewalls, so that as the ships appeared, they set them off. Four of the ships were destroyed, two others badly damaged, all before a single shot had been fired.

Immediately after the Huling had appeared, both fleets fired, blue photon spheres and stabbing magenta beams of laser fire mixed with the steady coughing of Yzor's own plasma cannon. Outgunned badly after losing so much of their fleet to the mines, the Huling fleet was further damaged. After a short engagement, they wheeled and fled, only four of their warships still being maneuverable. Aboard Yzor's raider, the crew beat the steel decks with the balls at the end of their scaled tails, the thumping sound of victory echoing through the ship. Before the din had died down, the computer console was spitting out a plastic sheet from the High Command. Yzor snatched up the communique with clawed fingers and scanned the symbols quickly.

The scouts had gotten a fix on the Huling base and all the Lantor missiles had been launched. From the space docks was arising a new support flotilla of ships loaded with disruptors and cluster-bombs. The entire fleet had received its orders to press home the advantage before the enemy could recover. They would now storm the weakened base and take it.

With two sharp clicks of his huge jaws, Yzor quieted the tail-thumping and ordered the plasma cannons recharged. Quickly he sent the ship back into warp, they would reenter enemy space for the final glorious attack.

The plastic communique slipped from his fingers to flutter towards the steel deck. His cold green lips opened into a bloodthirsty leer of anticipation. Lantor had found a final solution to the Huling problem.



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ABSO-EQUAL GAME DESIGN

by Oren C. Webster

Alligator Games

Back in Paper Mayhem 39, both Jim Eckert of Eckert Gaming Group, and the TN TEN, including me, write on equality in games as a desirable feature. Jim's piece stirred me to "reward" him with a game entry in Death & Sorrow although it clearly failed all equality tests! To my enjoyment.

The articles also stirred C.A. "Red" Beam, player of Death & Sorrow and StarWeb, to complain about our interests in equality. Apparently, equality militated against his (and my) beloved Balance. I found it very interesting that he picked StarWeb as the exemplar of Balance.

For one thing, the StarWeb I knew (1983, so that is the one I'm talking about below) was extremely imbalanced. Pirates and Berkers could just eat other roles for lunch, and were fun to play. That is one reason why Loomis of FBI had to force Collectors, Builders, and Apostles into individual games. (He didn't like forcing Merchants, he said, because people didn't like playing the role - but the Merchant is a strong role for diplomats.)

But, mainly, the question of interest to me was why on earth could anyone imagine that equality

would somehow work against balance? And particularly point-full is the fact that StarWeb is the easiest game of all to make absolutely (ABSO-) equal in the initial setup, except for the distribution of artifacts and the Black Box, WITHOUT THE SLIGHTEST RULE CHANGE, and without even the slightest effect on the balance of power amongst the various roles! Maybe even without the slightest change in the computer program.

The only appearance of change would be in the presence of some number of worlds with more than fifteen adjacent worlds. Further, even artifact and Black Box distribution can be made absolutely equal without the slightest rule change, although not as easily, and perhaps only with effect on the current balance of imbalances in the roles. And certainly only by adding a new focus to the game (if w/o rule change).

Most of the technique for ABSO-EQUALizing StarWeb also applies to other games. Death & Sorrow would require a single rule change, one justifying the fact that the apparent adjacencies on its map don't apply. Alligator Boogie says the valley provinces are surrounded by mountains so high and rugged that travel between valleys is impossible except by taking genetically-based advantage of ancient "gate" technology artifacts - and ancient Science Fiction concept that is the same basic idea as StarWeb's justification. Magic can be used as an internal justification, and I almost used it in Alligator Boogie, but I wanted to hit a slightly SFish tone. Also, strange time-space topologies are useful.

So, let's work on StarWeb. The basic idea is that there be modules or clusters of x-many worlds, one identical module per player. In StarWeb, there are 15 players and 15 times 15 worlds (=225) and 225 (?) keys that allow inter-world travel between the worlds. We can either create modules of size 15, or smaller modules with the addition of "central", non-player modules that contain no player but are equally and identically accessible by all players. We detail only four worlds in order to save space for Paper Mayhem, but the idea is obviously easily extensible to fifteen:

In the module template, let the homeworld (#1) have 30 industry, five keys, n-population, resources, whatever; it will be adjacent only to worlds 2 and 3 within the template.

Let world #4 also be adjacent only to 2 and 3 within the module. Perhaps it has 1 industry and 1 key and

Let #2 be a world that not only is adjacent to 1 and 4 within the module, but also to the corresponding world #3 of each and every other player module. Perhaps it has a key, no industry, one orbiting defender, etc.

Let #3 be adjacent to 1 and 4 within the module

and to world 2 of every other player module. And have some particular set of resources.

In this example template, 2 and 3 have 16 adjacencies. Two within the module, and one each to the other players' modules.

To use the module template, I need a method of assigning world numbers. In Alligator Boogie, there are a variety of systematic methods, but except for the home valley on the first turn, the numbers are hidden/encoded in names. In Death & Sorrow, to keep the same map superficially, one would only have to arbitrarily pick any old valley number from 1-115 except for the mountain provinces.

The idea of course, is to make fifteen replicas of each template world, one per player, into the game data base, keeping the industry, keys, resources, etc, all constant. All home worlds would have that same data (just like 1983). All #2s would have mutually identical data (unlike 1983). Etc. Just the world numbers would change, including the numbers/IDs of the adjacencies.

Clearly, this sort of 15-world layout would make StarWeb ABSO-EQUAL in physical layout, except for artifacts & the Black Box. Also clearly, how quickly one bumped into other players would depend on how close to the homeworlds the out/in inter-module worlds were.

In 1980-1983, the more adjacencies the typical world had, the quicker, and more players you made contact with. If the in/out were as close to the homeworld, as in the example, one could meet all 14 other players on the second result sheet! This kind of situation could change the feel of the game, of course.

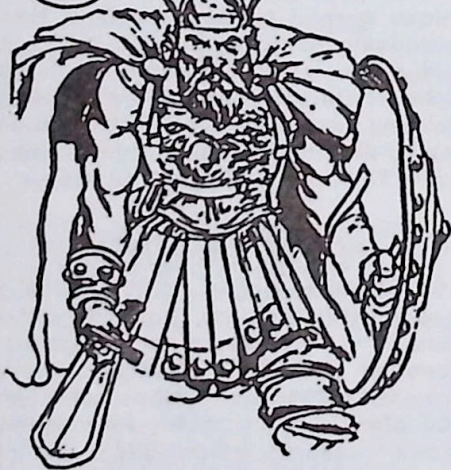
How to make even the artifacts ABSO-EQUAL? To keep the rules the same, just reduce the player modules to, say, 14 worlds each, and add a central, non-player module of 15 worlds, such as five worlds (A,B,C,D,E) chained in a complete ring, each connected to a different, single world (F,G,H,I or J) of an identical, internal ring chain, each world of which is connected to a single, different world (K,L,M,N, or O) of still another internal, identical ring chain.

Perhaps each player module world 4 would have five more adjacencies: worlds A, B, C, D, and E of the central module. That's not fifteen different versions of A, B, etc. That is THE A, THE B, etc. That would make each of worlds A, B, C, D, and E adjacent to all fifteen of the player module world 4s.

With these two setup features, examples of many that could do the job, each and every artifact could be placed absolutely anywhere in the central module and yet be at exactly the same distance, etc, from any one player as from any other.

This could have even more effect on play than

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the strict player-module setup. Artifact Collectors would frantically seek the route to the central module. Hey, the Collector could become a popular - even a winning role - every now and then!

Yes, StarWeb would become a somewhat different game if ABSO-EQUAL. But if you would complain about the difference, don't say anything about balance! Roles that were "balanced" in games with random unequalness/unfairness setups will certainly retain balance. And how on earth can you complain about a player not being saddled for one or two years with the consequences of an unfair initial setup in a game with winners?

And how about the poor beginner who gets setup in not just an unfamiliar but hard to play role, but also in an unfair position?

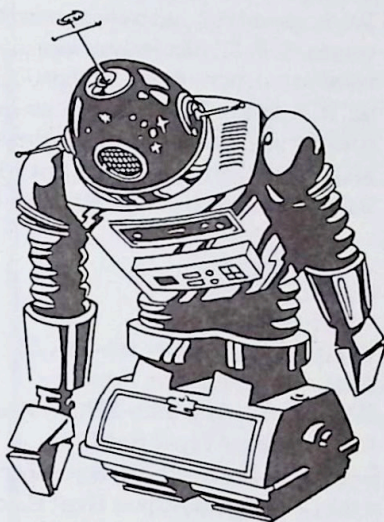
What do you say to the industry when it begins to realize that saying every player had an equal chance of being assigned to the unfair position does very little to justify the twenty times \$3.00 per minimum lost to the industry when the beginner drops out completely?

On the other hand, the concept of handicapping is meaningful, and could be important. If it is important is StarWeb, for example, that makes it especially criminal to put a role, that needs help, in a setup that is less than average.

If it seems I'm picking on StarWeb (Red Beam

asked for it), it's my favorite! And let me point out that these ABSO-EQUAL setups become much less game-altering in Multi and Team games, where it wouldn't seem so strange to meet all (four or fewer) true opponents on turn sheet three.

If it seems I favor Death & Sorrow, I AM suggesting people try it, but I have been disappointed in some D&S practices at EGG - in light of Jim Eckert's article on equality. It is possible, and some experienced players know it, to wipe another player out on the very first turn! That's only in certain situations, but if you're in provinces 27 or 75, watch out! And in general your starting setup can be greatly (dis)advantageous.



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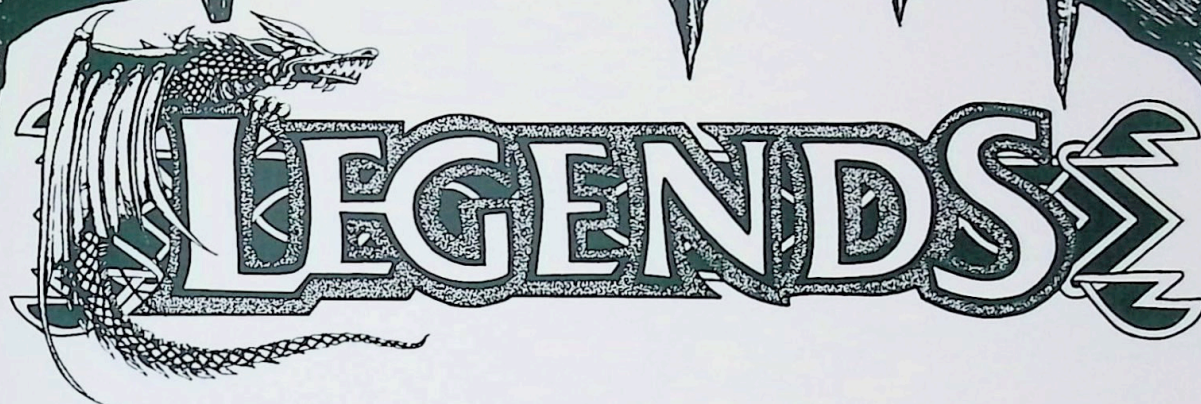
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1	Grandel Inc	8.526	57
2	Sar-a-kan Games	8.389	18
3	Twin Engine Gaming	8.235	34
4	C-T Simulations	8.086	29
5	Ark Royal Games	8.033	15
6	Silvius & Berchtold	7.952	21
7	Orpheus Publishing Co	7.887	31
8	C² Simulations	7.863	24
9	Simcoarum Systems	7.800	10
10	Midnight Games	7.793	133
11	Flying Buffalo Inc	7.697	278
12	Graaf Simulations	7.694	152
13	Battle-Magic Gaming	7.611	27
14	LAMA	7.514	45
15	Emprise Game Systems	7.482	73
16	Andon Games	7.473	74
17	Blue Panther Ent	7.438	16
18	Cyborg Games	7.382	72
19	Game Systems Inc	7.371	136
20	Eckert Gaming Group	7.340	35
21	Dragonbyte	7.259	27
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38	Quest Games Inc	5.333	30
39	Adventure Simulations	5.267	12
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Things to consider when rating the games are playability, design, ease of understanding the rules, and ease of understanding game printouts. We have a separate ratings for PBM companies. Only rate the games that you are currently playing. You can update your rating periodically if there are changes in the game. Just send in another rating sheet and we will change the rating on your file.

	GAME	COMPANY	RATING	RESP
1	Fire in the Galaxy	Sar-a-kan Games	8.118	17
2	Adventurer Kings	Ark Royal Gaming	8.083	12
3	Atlantix	Battle-Magic Gaming	8.000	11
4	Legends	Midnight Games	7.843	35
5	Sovereignty	Silvius & Berchtold	7.783	23
6	Supernova II	Rolling Thunder Games	7.756	68
7	Epic	Midnight Games	7.621	114
8	Out Time Days	Twin Engine Gaming	7.611	27
9	New Dawn	Marguerite Dias	7.542	12
10	Star Cluster Omega	C-T Simulations	7.534	29
11	Continental Rails	Graaf Simulations	7.500	63
12	New Order	C2 Simulations	7.486	21
13	Orion Nebula	Orpheus Publishing Co	7.470	30
14	WW Battle Plan	Flying Buffalo Inc	7.429	51
15	Starweb	Flying Buffalo Inc	7.352	142
16	Star Saga	Infinite Odysseys	7.333	15
17	CTF 2187	Advanced Gaming Ent	7.300	40
18	World Conquest	Prime Time Programming	7.286	14
19	The Next Empire	Cyborg Games	7.278	71
20	Galactic Prisoners	Grandel Inc	7.276	58
21	Mobius I	Flying Buffalo Inc	7.265	49
22	Spiral Arm	Graaf Simulations	7.163	49
	Global Supremacy	Schubel & Son	7.163	52
24	Kings & Things*	Andon Games	7.125	48
25	Swords of the Gods	Galactic Simulations	7.120	27
26	War 1940	Schubel & Son	7.077	13
27	Into Infinity	Battle-Magic Gaming	7.000	21
28	Galactic Power	Vigard Simulations	6.975	10
29	Domination	LAMA	6.933	45
30	Space Combat	Twin Engine Gaming	6.906	16
31	Rimworlds	Palace Simulations	6.867	15
32	Alamaze	Pegasus Productions	6.837	118
33	Fleet Maneuvers	Fantastic Simulations	6.793	58
34	Quest/Great Jewels	Zorph Enterprises	6.787	54
35	Monster Island	Adventures by Mail	6.756	39
36	Family Wars	Andon Games	6.736	36
37	Supremacy	Andon Games	6.708	12
38	The Weapon	Fantastic Simulations	6.679	28
39	Death & Sorrow	Eckert Gaming Group	6.674	35
40	Illuminati	Flying Buffalo Inc	6.659	66
41	Warp Force Empires	Emprise Game Systems	6.636	45
42	Crack of Doom	Advanced Gaming Ent	6.583	36
43	Battle Plan	Flying Buffalo Inc	6.581	36
44	Earthwood/Orginal	Game Systems Inc	6.546	76
45	State of War	Game Systems Inc	6.542	48
46	Earthwood/Sea Kings	Game Systems Inc	6.475	40
47	Darkworld	Rebel Enterprise	6.467	15
48	Feudal Lords	Graaf Sim & FBI	6.466	104
49	Xenophobe	Emprise Game Systems	6.457	35
50	Company Commander	Schubel & Son	6.446	28
51	Empyrean Challenge	Dragonbyte	6.417	12
52	Ad Astra	Dragonbyte	6.389	18
53	Stars of the Darkwell	Mindgate	6.364	11
54	Duelmasters	Reality Simulations	6.359	85
55	Blood Pit	Emprise Game Systems	6.309	11
56	Galactic Conflict	Flying Buffalo Inc	6.154	13
57	Beyond The Quadra Zone	Quest Games Inc	6.150	20
58	Nuclear Destruction	Flying Buffalo Inc	6.074	27
59	Kingdom	Graaf Simulations	6.015	33
60	Venom	Game Systems Inc	5.955	38
61	Heroic Fantasy	Flying Buffalo Inc	5.853	85
62	Hyborian War	Reality Simulations	5.851	132
63	Takamo	Advent Games	5.750	34
64	Space 101	C2 Simulations	5.727	11
65	Crusade	Schubel & Son Inc	5.682	11
66	Starlord	Flying Buffalo Inc	5.670	44
67	It's A Crime!	Adventures By Mail	5.377	142
68	Beyond/Stellar Empire	Adventures By Mail	5.141	32
69	Capitol	Adventures By Mail	5.021	24
70	Starbase	Quest Games Inc	4.933	15
71	Dark Blades	Adventure Simulations	4.176	17
72	Realms of Altair	Full Moon Gaming	3.769	13
73	Starmaster II	Schubel & Son	3.071	14



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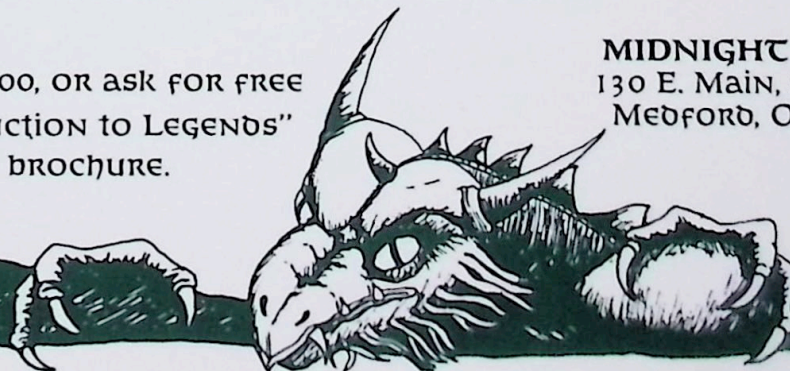
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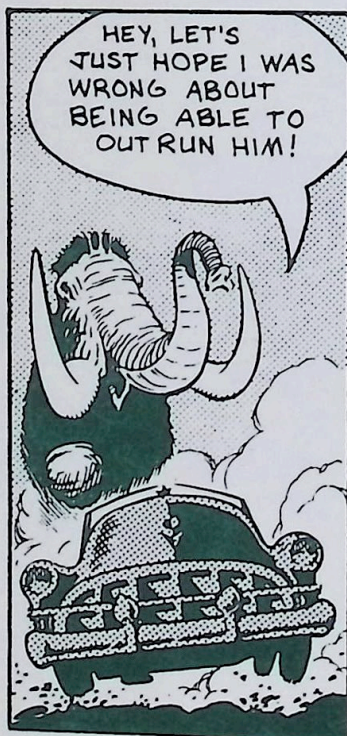


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